ALL NEW MODULE FOR ANY FANTASY CAMPAIGN
3.5 compatible like all DCC modules!

# Dungeon Crawl Classics #33
# Belly of the Great Beast

## by Brendan LaSalle
## AN ADVENTURE FOR CHARACTER LEVELS 21-24

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

The Great Beast floats eternally through space, content to watch the universe grow and evolve before his vast golden eyes. Only the most learned of sages has any knowledge of its existence, and none can agree on its origin or purpose. But now invaders have taken over the Great Beast and forced it to the service of chaos! They have actually constructed a compound within the living flesh of the immortal creature, allowing them to safely travel through space in an invulnerable craft. They are stealing the collective knowledge of any civilization they encounter. Our world is next – unless the heroes can stop them!

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!

GOODMAN GAMES

William Kwan (Order #47740074)

**Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.**
**This product utilizes updated material from the v.3.5 revision.**

This item is only one of the many popular role playing aids published by Goodman Games. Other role playing aids currently available or scheduled soon include:

Dungeon Crawl Classics #25: The Dread Crypt of Srihoz
Dungeon Crawl Classics #26: The Scaly God
Dungeon Crawl Classics #27: Revenge of the Rat King
Dungeon Crawl Classics #28: Into the Wilds
Dungeon Crawl Classics #29: The Adventure Begins
Dungeon Crawl Classics #30: Vault of the Dragon Kings
Dungeon Crawl Classics #31: The Transmuter's Last Touch
Dungeon Crawl Classics #32: The Golden Palace of Zahadran
Etherscope
DragonMech
DM Campaign Tracker
Underdark Adventure Guide
The Power Gamer's 3.5 Warrior Strategy Guide
The Power Gamer's 3.5 Wizard Strategy Guide
Complete Guide to Drow

GOODMAN GAMES

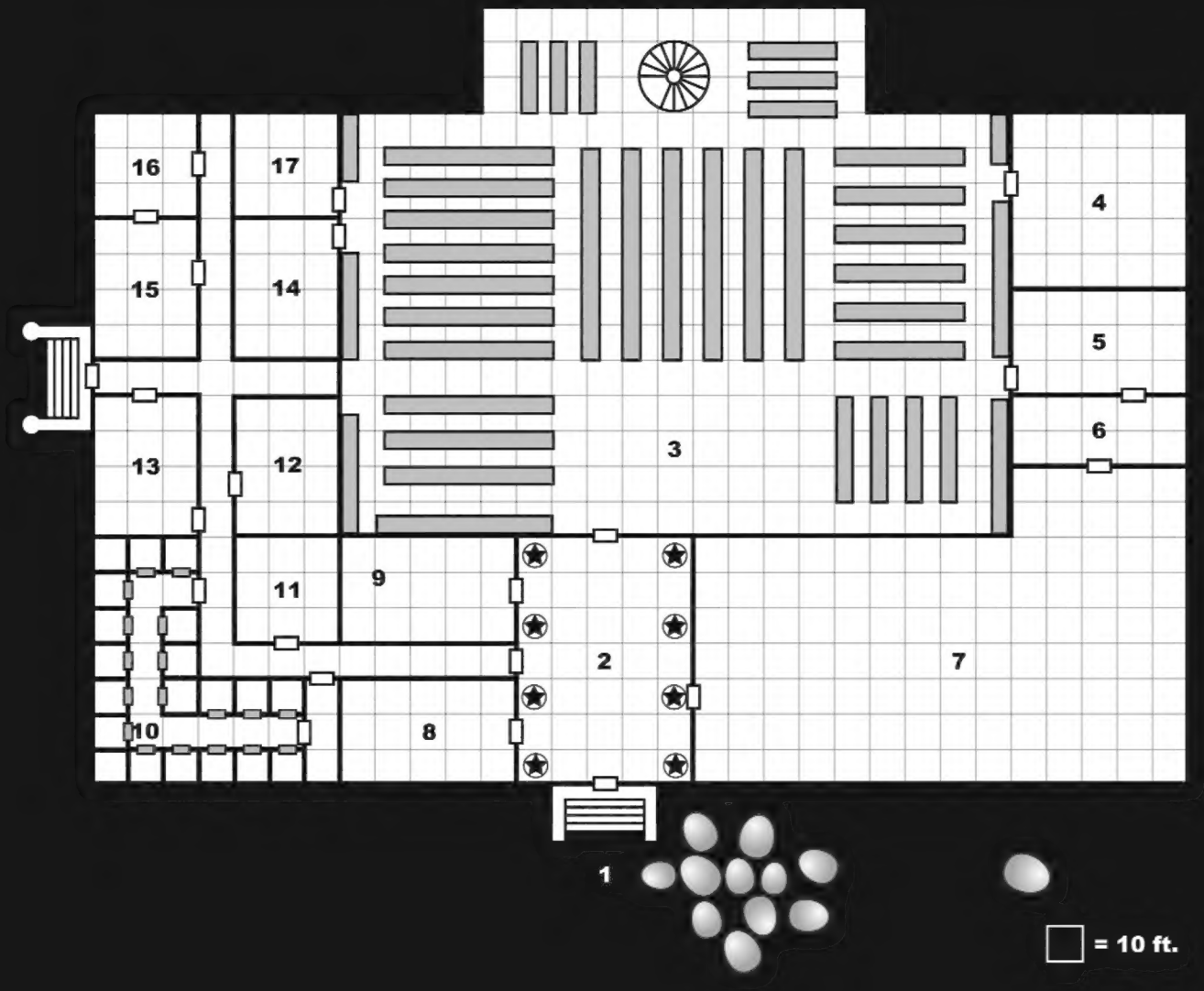
ISBN 0-9776418-9-9
90000>
9 780977 641895

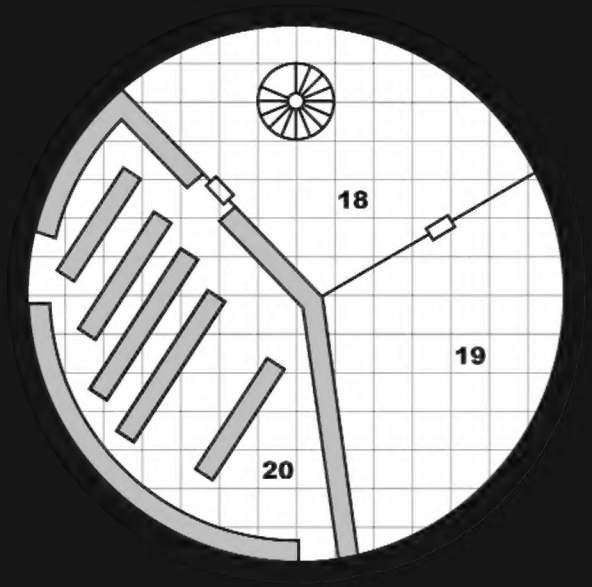
**$15.99 USA**

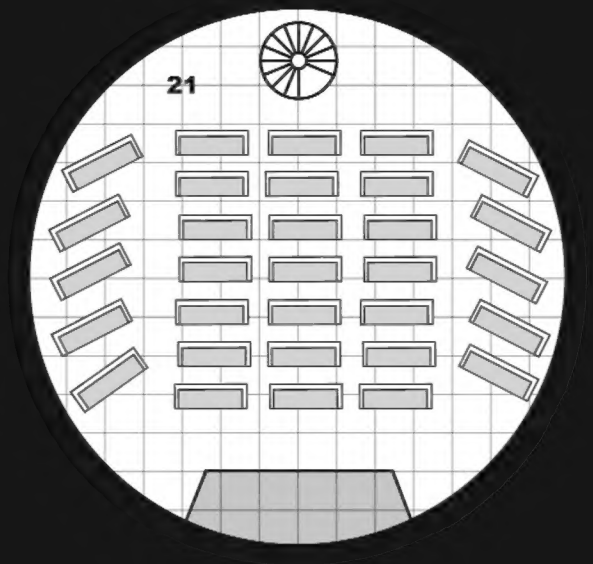
**SKU GMG5032**

William Kwan (Order #47740074)

# Encounter Area 1: The Westphalen School

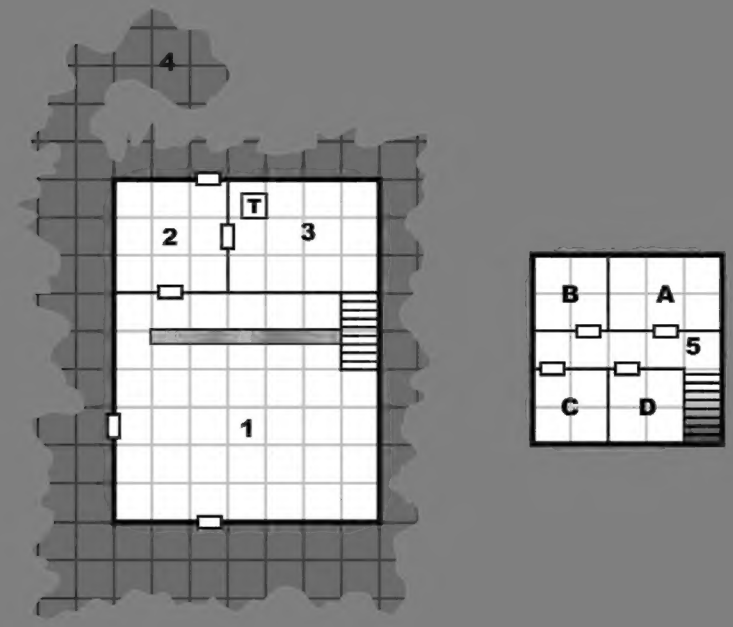



William Kwan (Order #47740074)

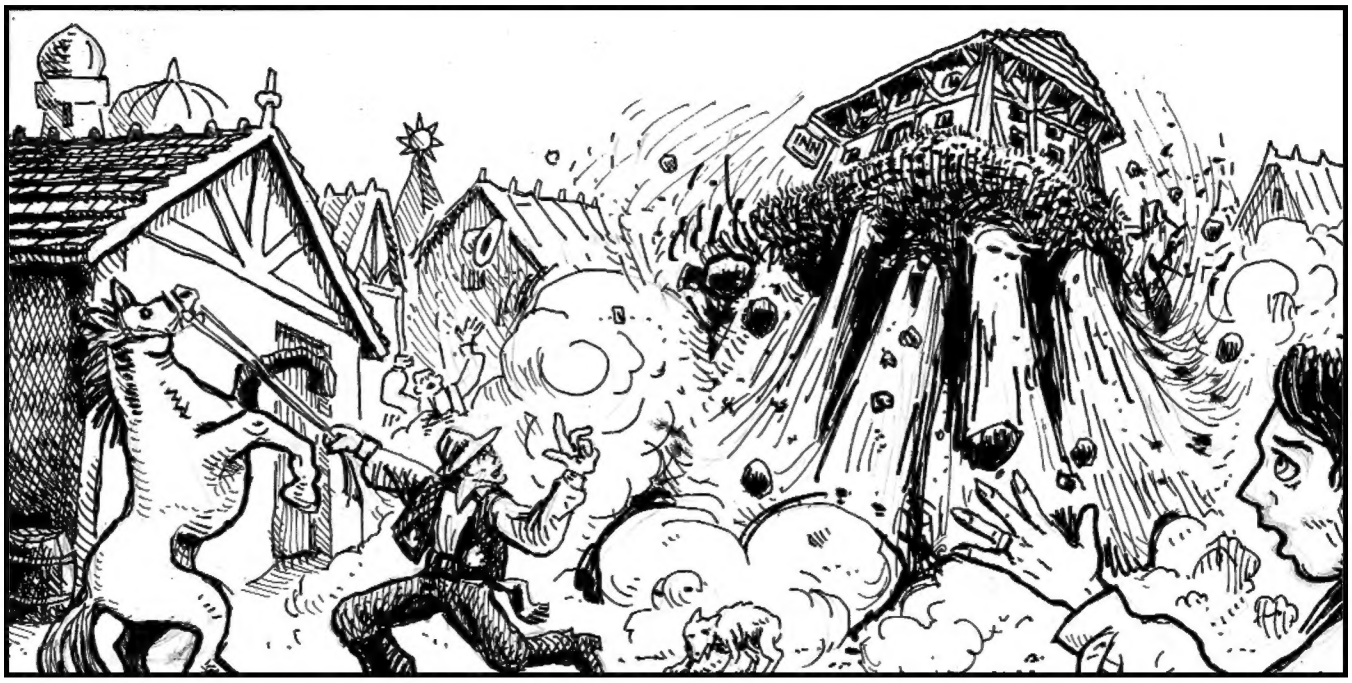
# Encounter Area 2: The Moonleaper



William Kwan (Order #47740074)

# Dungeon Crawl Classics #33
# Belly of the Great Beast

## By Brendan J. LaSalle
## AN ADVENTURE FOR CHARACTER LEVELS 21-24



### Credits

**Writer:** Brendan J. LaSalle
**Contributing Writer and Stats Editor:** Aeryn "Blackdirge" Rudel
**Front Cover Artist:** Leo Winstead
**Back Cover Artist:** Doug Kovacs
**Interior Artists:** Doug Kovacs, Stefan Poag, Michael Wilson
**Cartographer:** Jeremy Simmons
**Graphic Designer:** Greg Porter
**Editor:** Joseph Goodman
**Proofreader:** Aeryn "Blackdirge" Rudel
**Playtesters:** Duane Waldrop, Micki Waldrop, Lori King, David Hughie, Keith Collier, Dan Dreiski, Ryan Thompson

*Special thanks: My parents, my sister, Duane & Micki Waldrop, David & Julie Hughie, Dan Dreiski, Fresh & Cali, and everyone else who helped float me during my overlong exploration of the new American poverty. Special thanks to Joseph Goodman for not giving me a richly deserved beating for tardiness.*

### Table of Contents

Introduction ..... 2
Game Master's Section ..... 2
Background Story ..... 2
Map Key ..... 5
  Encounter Area 1: Westphalen School ..... 5
  Encounter Area 2: The Moonleaper ..... 14
  Encounter Area 3: The Great Beast ..... 18
Appendix 1 ..... 54
Appendix 2 ..... 56
Maps ..... 62

If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

Log on to www.goodman-games.com for freebies, news, special offers, and more.



William Kwan (Order #47740074)

# Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

Belly of the Great Beast is an epic level adventure designed for four to six players of 21st through 24th level. We recommend 115-123 total character levels between the party members. While the characters can be of any basic character class, a good mix of character classes is helpful. A skillful rogue, a capable man-at-arms, and good-aligned cleric are all extremely valuable in this adventure, and arcane spellcasting is a must. See the "Scaling Information" section for ways to tailor this adventure your group's style of play.

## Adventure Summary

The Great Beast floats eternally through space, content to watch the universe grow and evolve before its vast golden eyes. Only the most learned of sages has any knowledge of its existence, and none can agree on its origin or purpose. Some have wildly speculated that the creature is the creator of the universe, or a harbinger of the end of the world. All such speculation is groundless: the Great Beast simply *is*.

However, invaders have taken over the Great Beast and forced it into the service of chaos. The Cult of the Forgotten Word is a world domination group that believes that the rank and file of mankind is unworthy of the world's collective knowledge; they believe that only the elite are worthy of the blessings of language and reading. They have actually constructed a compound within the living flesh of the immortal creature, allowing them to safely travel through space in an invulnerable craft. Now that they control the Great Beast, they use it to travel back and forth between worlds, stealing the collective knowledge of any civilization they encounter. *And our world is next*.

Their current objective is the Praxis Tome, an artfully rendered book of philology and educational theory that has the potential to steer the destiny of mankind towards an age of enlightenment and reason. The Cult of the Forgotten Word find the very idea of a humanistic renaissance repugnant, and they plan to find every copy of the Praxis Tome, translate it into their own secret language, hide the copies away, and destroy the originals.

*Enter the adventurers*. The party encounters the Cult of the Forgotten Word in Withers, a small community which is home to the Westphalen School. If the encounter is successful they will rescue Emery Latigo from the clutches of the cult, and he can shed light on their universe-dominating schemes. From there, they will have to seek out a suitable craft to take them to the Great Beast. They may either use the Cult's own Cosmic Eggs or they must find their own transportation. Fortunately, Latigo knows of a space-worthy craft because it is a secondary target of the Cult. The craft will take them to the Great Beast, but on a one-way trip – the adventurers will have to find their own way home!

# Game Master's Section

## Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.

| Loc | Pg | Type | Encounter | EL |
|---|---|---|---|---|
| 1-1 | 5 | C | 2 cult guards | 19 |
| 1-3 | 7 | C | *Black Elgor*, 2 sacrificial guardians | 26 |
| 1-12 | 9 | C | *Gorson* | 20 |
| 1-17 | 11 | C | 6 sacrificial guardians | 21 |
| 1-21 | 12 | C | *Quintoo*, *Abbatordex* | 27 |
| 2-5C | 16 | C | *Andrew Vendi* | 26 |
| 3-1 | 21 | C | *Feldspar*, 6 cult guards, 3 hill giants | 27 |
| 3-3 | 23 | C | 4 advanced horned devils | 24 |
| | 24 | T | Electric arc trap | 12 |
| 3-4 | 24 | T | *Sonic blast* trap | 12 |
| | 24 | C | Mithral golem | 21 |
| 3-6 | 25 | C | Black pudding trap | 22 |
| 3-9 | 27 | C | *Zabator*, guards | 28 |
| 3-10 | 28 | C | 2 sacrificial guardians | 18 |
| 3-11 | 29 | T | Sonic trap | 15 |
| 3-14 | 30 | C | *Rumatugtug*, 2 advanced ropers | 31 |



William Kwan (Order #47740074)

| Loc | Pg | Type | Encounter | EL |
|---|---|---|---|---|
| 3-15 | 31 | C | *Efferam* | 26 |
| | 32 | T | Door traps | 15 |
| 3-16 | 32 | T | Treasure trap | 13 |
| 3-18 | 33 | C | Avatar guardian, sacrificial guardians | 21 |
| 3-19 | 33 | C | 12 sacrificial guards | 23 |
| 3-21 | 34 | C | 3 advanced gray renders | 22 |
| 3-23 | 35 | C | *Ahandar*, 2 advanced efreeti, elemental | 26 |
| 3-24 | 37 | C | *Myerlinda*, 2 avatar guardians | 30 |
| 3-26 | 37 | C | Cult librarians | 23 |
| 3-27 | 39 | C | *Fraxsanthius* | 26 |
| 3-29 | 40 | C | 3 Marilith demons | 21 |
| 3-30 | 42 | C | *Maligance*, 4 elite cult guards | 27 |
| 3-31 | 44 | C | *Exloe Burke*, 8 cult guards | 27 |
| 3-33 | 45 | C | 3 avatar guardians | 20 |
| 3-35 | 45 | C | 2 advanced pit fiends | 26 |
| 3-36 | 47 | C | *Azimier*, 2 vampire cultists, 8 cultists | 27 |
| 3-39 | 49 | C | Dread guardian | 19 |
| 3-40 | 50 | C | 2 Sacrificial guardians | 18 |
| 3-41 | 50 | T | *Force cage* trap | 10 |
| 3-43 | 51 | C | *Sczee'zeeian* | 23 |
| 3-46 | 53 | C | *Noosem* | 24 |

## Scaling Information

The Belly of the Great Beast is designed for 4-6 characters of 21st to 23rd levels, but it can be easily modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions:

**Weaker parties (3 or fewer characters, or lower than 21st level):** Change the devil in area 1-12 to a Ghaddar (or similar CR 18 demon) instead of the Blood Duke. Reduce the dragons in age levels, finding a challenging balance consistent with the party's power level. Consider altering the way the teleportation obelisks function, allowing them to teleport entire groups at the same time so long as they are all in physical contact with one another. Take levels/hit dice away from all guards (cult guards, sacrificial guardians and avatar guardians).

**Stronger parties (7 or more characters, or higher than 23rd level):** Lift the ban on selected devils and demons summoning abilities. Add extra sacrificial guardians and avatar guardians to meet your party's toughness level. Consider giving a one round "recharge delay" to all teleportation obelisks – they spend a round "charging up" after a single player passes through. Add levels/ hit dice to the guards. If your group is not using the pregenerated characters included in this book consider adding them as extra cult leaders. *That ought to learn 'em.*

## Getting the Players Involved

Involving the players in Belly of the Great Beast largely entails getting them to Withers – hopefully, the sight of invading hoards floating down from the heavens in cosmic eggs and stealing books from defenseless academics will be enough to stir the heart of any adventurer worth his salt. There are many different ways to entice the players into a visit to this formerly sleepy college town.

- Faced with some conundrum, the players come to Withers seeking advice or information from the sages of the Westphalen School. They arrive to find the school under attack and the chances of them solving their problem ride upon saving the school. Of course, the party will want to stop the Cult's evil scheme as well.
- The players score a windfall of rare books in one treasure-seeking expedition or another. Headmaster Beaulibre famously seeks to add volumes to his scholarly library – why not stop in Withers and see if he'll take any of those heavy old books off your hands?
- Withers is an excellent market for horses. The players might come here needing new horses, or with extra ones to sell. And then – wouldn't you know it – an attack from space!
- The players could have friends or relatives from Withers, and be in town for a visit, and discover the evil of the Cult of the Forgotten Word.
- Withers might be a waypoint during the characters' journey to some other locale – they just happen upon the attack in progress and involve themselves in the grand fantasy tradition.
- Skipping Withers altogether, the players are sleeping in the Oxfield Traveler's Rest the very night that Professor Yegaa decides it's time to fly. They wake up in space, on their way to the Great Beast.



William Kwan (Order #47740074)

## Space Travel

Belly of the Great Beast plays extremely fast and loose with spacefaring. Professor Yegaa's Moonleaper, a ship with the ability to take the players to the Great Beast, is essentially a one-way spacecraft, created by a man obsessed with studying the amazing creature. The players alternately might commandeer one of the Cosmic Eggs of the Great Beast and let it transport them to the main adventure site. Either way, the trip through space should be more special effect than substance.

The Cosmic Eggs are an amazing transport system. They are fashioned from the actual eggs of the Great Beast and they have a magical connection to it that allows them to navigate across great expanses of space in order to return to the Great Beast safely.

To activate a Cosmic Egg, one simply steps inside. There is room enough inside for eight Medium-sized creatures to stand (ten if they don't mind being cramped). Inside it is uniformly 72 degrees and the walls appear translucent – you can look out of them and see in 360 degrees. The floor is flat and about three feet higher than the Egg's lowest point. The door opens or closes at a touch but will not do so in space – an Egg will not open in a vacuum.

Eggs have a hardness of 25 and 600 hit points. A DC 30 Strength check is required to pry a door open.

The Cosmic Eggs are controlled by a *Talisman of the Great Beast*. Several of the Cult landing party possess these talismans, which are of hammered platinum inset with chips of shiny obsidian and shaped like a winged turtle. A Cosmic Egg has a fraction of the power of the Great Beast itself, and is capable of traveling through space at amazing speeds, all the while providing comfort and oxygen for its passengers.

If a player possesses a *Talisman of the Great Beast* he can command a Cosmic Egg to fly. He needs only to shut the hatch and say or think one of the following commands: *home*, *return*, *fly*, *base*, *mother ship*, or *Great Beast*. This will cause the Egg to levitate slowly for a moment and then to fly towards the Great Beast. Cosmic Eggs fly straight to the space dock located in the creature's underbelly, and the dock automatically opens up for them. Players arriving through the space dock begin in area 3-1. The *Talisman* also allows the user to open the egg's hatchway at a touch, although it still refuses to open in a vacuum.

Note that the Eggs in area 1-1 are automatically set to return to the Great Beast. If the players simply pile in, the Eggs shut and take them to the first encounter area.

Flying away from the Beast is a more difficult matter. Again, one must possess a *Talisman of the Great Beast* in order to control an Egg. One enters the Egg, closes the hatch, and visualizes the area where one wishes to go. The Eggs can travel to virtually any point in the universe with no concern for distance or fuel, although you are limited to places you have either been to or visualized by other means (e.g., *scry*). But it takes a great deal of practice and willpower to manually fly and land an Egg successfully. When an untrained user attempts to use the Egg, he must make a DC 23 Intelligence check to arrive where he wishes. How far off he lands depends on how much he fails the check by:

| **Int Check** | **Landing Zone** |
|---|---|
| 23+ | On target |
| 19-22 | Off by 10-40 yards |
| 14-18 | Off by 1-6 miles |
| 9-13 | Off by 20-120 miles |
| 4-8 | Off by 200-500 miles |
| 2-3 | Wrong side of planet |
| 1 | A natural 1 on this check deposits the unfortunate travelers on the wrong world entirely. Dust off your Cruelty and distribute liberally. |

Cosmic Eggs away from the Great Beast are only capable of flying back to the beast – they are "programmed" to always return to the creature after a journey. In addition, once control has been wrested away from the Cult of the Forgotten Word, the Beast actually controls the Eggs and can send them to any point in the universe it wishes, recall all Eggs, or stop them from flying all together – the *Talismans*, creations of the Cult, simply cease to function when the Great Beast once more has control.

Belly of the Great Beast assumes that your home fantasy world does not include space travel. If it does then the players should travel to the Great Beast by whatever means is most fashionable. The journey could be a separate adventure all to itself!

## Capture

Those bold enough to challenge the Cult of the Forgotten Word risk capture. Any characters subdued or captured in the Great Beast compound are brought to the prison octagons (encounter areas 3-42 through 3-45). As a rule, gamers hate being captured worse than unlucky dice or low-carb snacks. The party should be allowed to escape fairly easily – if they come up with a remotely feasible plan it should be allowed to work. However, if they are captured multiple times the resourceful cultists enact measures to counter however they originally escaped.



William Kwan (Order #47740074)

# Encounter Area 1:
# The Westphalen School in the Village of Withers

Withers is a small community of ranchers, silversmiths, miners and farmers. The most remarkable feature of this tiny community is the Westphalen School, a tiny private academy of scholars and sages who maintain an excellent library. They generally avoid keeping valuable arcane texts, as these are common targets for the greedy and power-hungry, and tiny Withers is all but undefended. The Westphalen School specializes in mathematics, astronomy, agriculture, philosophy, and cartography.

There is no complete copy of the Praxis Tome anywhere in Withers. The Westphalen School recently bought a wagon full of ancient books from a group of adventurers and there was a copy of the famous book in that lot, but it was defaced beyond recognition – the adventurers had used it as scratch paper for maps and their kill tally. The manuscript was deemed unfit and discarded.

The Cult of the Forgotten Word believes that the Praxis Tome still resides somewhere in the Westphalen School. They have flown down from the Great Beast with troops and Cosmic Eggs for carrying cargo. The Cult does not believe in pitching a battle – they have brought more than sufficient force to subdue the village and the Westphalen scholars with little difficulty. *Of course, they had not counted on the adventurers showing up...*

**Researching the Cult:** Even the brightest religious scholars will have very little information on the Cult of the Forgotten Word because it is so new. This is no ancient cult – the Forgotten Worders banded together less than a decade ago, and have spent much of the time since then terrorizing other planets. Players encountering the symbols of the cult can make a hard Knowledge (religion) check (DC 35) to have heard of the Cult of the Forgotten Word at all. If they score a 40 or more on this check, they know that the Cult worships an evil demi-power called He Who Is Fear And Righteous Might, and espouses a belief in "anti-literacy," the idea that only the elite are worthy of knowledge and learning.

Read the following to the players as they approach the town for the first time:

*The road has widened to two lanes of obvious cart tracks. As you reach the top of a hill, you look down into the valley below. At first glance there is obvious trouble in Withers. It is a small village of perhaps twenty buildings in all, and the largest one seems to be on fire. In front of the tall stone building is what appears to be a cluster of giant blue eggs, perhaps a dozen in all. As you watch, another egg floats gently down from the clouds and lands amongst the others.*

At this point have the players make a Spot check (DC 28 due to distance and smoke). If successful read the following:

*Once the egg has landed you see what might be a small hatch open up in its side. For a fleeting moment you see a figure step out and dash up the stairs into the building.*

At this point the players will likely charge down into the fray. Let the adventure begin!

## Areas of the Map

## Ground Floor

**Area 1-1 – Entrance (EL 19):** Read or paraphrase the following:

> *You walk towards the entrance of the tall building. A sign on a wrought iron post reads "The Westphalen School: Scholarship, Brotherhood, Value." Behind the sign are a dozen gigantic blue eggs, each twelve feet around and more than fifteen feet tall. You can spot the last one to land – it has an open hatch, almost like a doorway, that leads into its strange blue interior.*

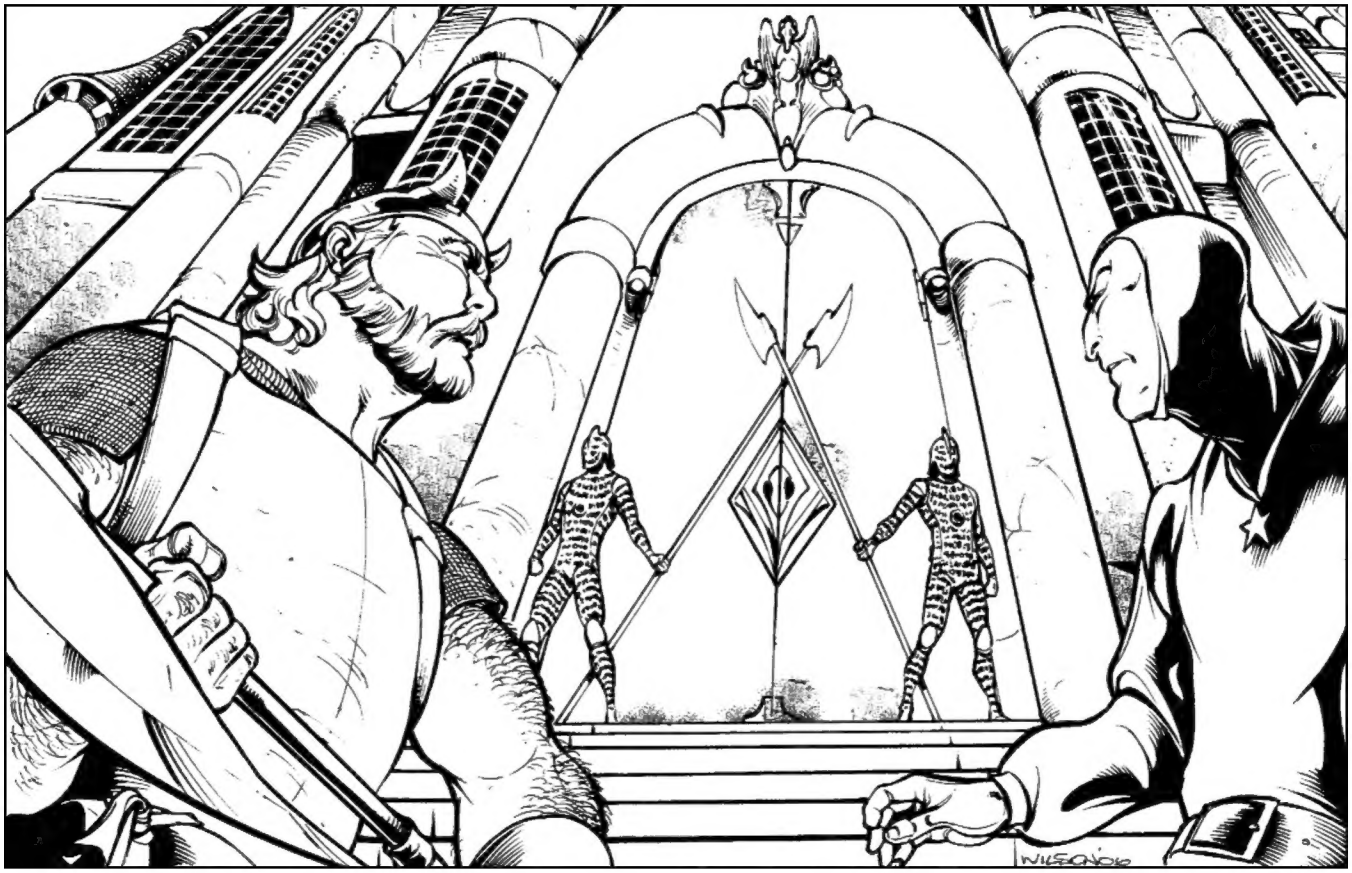
The building itself is a three-story stone structure, the top two of which is a rounded stone tower with large windows. A flight of stone steps flanked with marble statues of identical pelicans on stone rails lead to the archway doors. Standing before the doors are two warriors in strange armor, like skintight leather covered in silver runes. They wear full-face black helmets which have strange silver runes carved on their every inch. They each hold glaives before them in defensive postures. As you approach they shout an apparent challenge from the top of the stairs in a bizarre language with far too many consonant sounds.

The guards order the characters to leave the area immediately. If players attempt to parlay, the guards stoically ignore questions and repeat their demand that the players leave or face the consequences. If the players try to enter the building or investigate the Cosmic Eggs, the guards attack.

The eggs are all empty. If the players watch the entrance for more than ten minutes, they see two cultists arrive with a wheelbarrow full of books. They load it into the egg and shut the hatch, the egg flies away, and the workers go back for more books.



William Kwan (Order #47740074)



**Cult Guards (2):** Male Human Cleric 5/Fighter 12; CR 17; Medium Humanoid; HD 5d8+15 plus 12d10+36; hp 155; Init +5; Spd 20 ft; AC 24 (+1 Dex, +11 armor, +2 ring), touch 13, flat-footed 23; Base Atk +15; Grp +19; Atk *+3 keen flaming glaive* +23 melee (1d10+11 plus 1d6 fire/19-20 x3) or *+2 scimitar* +21 melee (1d6+6/18-20 x2) or *+2 heavy crossbow* +18 ranged (1d10+2/19-20 x2); Full Atk *+3 keen flaming glaive* +23/+18/+13 melee (1d10+11 plus 1d6 fire/19-20 x3) or *+2 scimitar* +21/+16/+11 melee (1d6+6/18-20 x2) or *+2 heavy crossbow* +18 ranged (1d10+2/19-20 x2); Space/Reach 5 ft./5 ft.; SA Rebuke undead 2/day; SQ --; AL NE; SV Fort +15, Ref +8, Will +12; Str 18, Dex 12, Con 16, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Climb +11*, Concentration +11, Intimidate +11, Jump +11*, Knowledge (religion) +8, Spellcraft +8; Blind-Fight, Blind Fight, Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Reload, Weapon Focus (glaive), Weapon Specialization (glaive). **Includes -5 armor check penalty*

*Cleric Spells* (5/4+1/3+1/2+1; DC = 12 + spell level): 0 - *cure minor wounds, detect magic, guidance, light, read magic*; 1st - *cure light wounds, divine favor, doom, erase*, shield of faith*; 2nd - *bear's endurance, cure moderate wounds, silence, touch of idiocy*; 3rd - *cure serious wounds, magic circle against good*, prayer*.

*Domains:* Anti-Literacy (*touch of ignorance* 1/day), Evil (cast evil spells at 6th caster level)

*Possessions: +3 keen flaming glaive, +2 scimitar, +2 heavy crossbow*, 50 *+2 bolts*, *+3 full plate, ring of protection +2, gauntlets of ogre power, potion of cure serious wounds* (2), *potion of bull's strength.*

**Area 1-2 – The Great Foyer:** Read or paraphrase the following:

> *This is an impressive foyer with vaulted ceiling, stained glass skylights, and a mirror-polished marble floor. There are eight marble busts around the room, each one on its own three-foot pillar. From their look they may be famous scholars. Each wall has a massive bookshelf – most are now completely empty of books, save for a few scattered volumes on the ground. The foyer leads to a great arched double door but there are several smaller arched doors to your left and right. Smoke pours out from under the door to your right.*

The cultists removed the books from this part of the building and sent them to the Great Beast complex. The busts are of important scholars associated with the Westphalen School. A DC 25 Knowledge (local) check reveals that the busts are all famous scholars associated with the Westphalen school.



William Kwan (Order #47740074)

**Area 1-3 – The Great Library (EL 26):** Read or paraphrase the following:

*This is a huge, cramped library. The ceiling is 20 feet high and there is a spiral staircase in the far north end of the room that apparently leads to the tower. There are rows and rows of bookcases, a third of which are crammed full of all kinds of books and pigeonholed parchments, the remainder being unnaturally barren. Immediately in front of you is a small study area of tables and chairs, some of which have been overturned. There are narrow passages between bookshelves, giving this entire area a claustrophobic feel despite its high ceiling. The spicy smell of old texts is barely noticeable for the smell of smoke that is beginning to permeate the room.*

*A man in full plate armor stands from his place at a study table as you enter. He appears to be a human in his early fifties, with a fringe of white hair and a longish beard immaculately trimmed into an inverted V. He smiles and says, "The library is closed."*

This is the Grand Westphalen Library, which housed more than 15,000 volumes and countless scrolls, records and legal forms before the arrival of the Cult of the Forgotten Word. Cultists have been busy loading books into the Cosmic Eggs for hours.

The man at the table is Black Elgor, a high-ranking member of the Cult of the Forgotten Word and the leader of this expedition. He is a formidable cleric and is fully prepared to battle the party but he tries to parlay first. In the unlikely circumstance that the players give him a chance to speak, he introduces himself and inquires as to the characters' business in the Grand Library. If they tell him that they intend to stop the sacking of the school he congenially warns them to mind their own business and leave.

There are two sacrificial guards out of sight among the bookshelves. If combat ensues they rush to aid Black Elgor. Elgor himself is a seasoned combatant and fanatic who believes that his place in the afterworld is secure – he fights to the death.

The library section is the oldest part of the Westphalen School. The rest of the structure was added later. As such there is a strong stone wall around the entire library section that will protect it from the fire in area 1-7 for a long time, but not forever.

**Black Elgor:** Human Cleric 25; CR 25; Medium Humanoid; HD 25d8+100; hp 230; Init +2; Spd 20 ft.; AC 32 (+1 Dex, +12 armor, +5 shield, +4 ring), touch 15, flat-footed 31; Base Atk +18; Grp +23; Atk *+4 human bane heavy mace* +28 melee (1d8+9 plus 2d6 vs. humans/x2); Full Atk *+4 human bane heavy mace* +28/+23/+18 melee (1d8+9 plus 2d6 vs. humans/x2); Space/Reach 5 ft./5 ft.; SA Rebuke undead 6/day; SQ --; AL NE; SV Fort +18, Ref +12, Will +23; Str 20, Dex 14, Con 18, Int 12, Wis 28, Cha 16.

*Skills and Feats:* Concentration +29, Diplomacy +19, Knowledge (arcane) +20, Knowledge (religion) +20, Knowledge (the planes) +16, Spellcraft +21; Brew Potion, Cleave, Combat Casting, Diehard, Empower Spell, Endurance, Improved Combat Casting (Epic), Lightning Reflexes, Maximize Spell, Power Attack, Weapon Focus (heavy mace)

Spells (6/8+1/7+1/7+1/7+1/7+1/5+1/5+1/5+1/5+1, DC 19 + spell level): 0 - *detect magic, light* (3), *read magic* (2); 1st - *bane, command, comprehend languages, cure light wounds* (2), *divine favor, doom, erase*, shield of faith*; 2nd - *bull's strength, cure moderate wounds* (2), *desecrate, hold person, sound burst, spiritual weapon, touch of idiocy**; 3rd - *bestow curse, blindness/deafness, cure serious wounds* (2), *dispel magic, explosive runes*, prayer, searing light*; 4th - *bull's endurance* (empowered), *cure critical wounds* (2), *divine power, freedom of movement, poison, spell immunity, snake sigil**, 5th - *dispel good, feeblemind*, flame strike, searing light* (empowered), *righteous might, slay living; 6th - , create undead*, greater dispel magic, heal, harm, symbol of fear, word of recall*; 7th - *blasphemy, destruction* (2), *flame strike* (empowered), *repulsion, symbol of weakness**; 8th - *earth quake, fire storm, flame strike* (maximized) (2), *symbol of death*, unholy aura*; 9th - *antipathy*, blade barrier* (maximized), *implosion, miracle, storm of vengeance, summon monster IX.*

*Domains:* Anti-Literacy (*touch of ignorance* 1/day), Evil (cast evil spells at 26th caster level).

*Possessions: +4 human bane heavy mace, +4 full plate, +3 large steel shield, darkskull, horn of evil, belt of giant strength, periapt of wisdom +6, ring of protection +4, ring of evasion, metamagic rod (quicken), potion of cure serious wounds* (2), *potion of owl's wisdom, potion of bull's strength*

**Sacrificial Guardians (2):** Sacrificial Guardian Human Fighter 12; CR 16; Medium Aberration; HD 12d10+94; hp 214 each; Init +6; Spd 30 ft.; AC 29 (+2 Dex, +15 natural, +2 shield), touch 12, flat-footed 27; Base Atk +12; Grp +20; Atk *+3 flaming scimitar* +25 melee (1d6+15 plus 1d6 fire plus 1 point Int damage/15-20 x2); Full Atk *+3 flaming scimitar* +25/+20/+15 melee (1d6+15 plus 1d6 fire plus 1 point Int damage/15-20 x2); Space/Reach 5 ft./5 ft.; SA Breath of ignorance, mind robber; SQ Bonded weapon, empty mind, damage reduction 10/--, perfect health, resistance to acid 10 and fire 10, spell



William Kwan tO de #4 / 100 '4

resistance 27, thrall of He Who is Fear and Righteous Might; AL N; SV Fort +15, Ref +8, Will +5; Str 26, Dex 14, Con 25, Int 06, Wis 12, Cha 04.

*Skills and Feats:* Climb +18, Jump +19, Intimidate +7, Listen +17, Spot +17; Alertness*, Cleave, Great Cleave, Greater Weapon Focus (scimitar), Greater Weapon Specialization (scimitar), Improved Bullrush, Improved Critical (scimitar), Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

*Mind Robber (Ex):* A sacrificial guardian's weapon deals 1 point of Intelligence damage in addition to normal weapon damage with each successful attack. A creature reduced to 0 Intelligence in this manner has been drained of all intellect, and becomes completely comatose and unable to act. Intelligence damage heals at the rate of 1 point per day.

*Breath of Ignorance (Su):* 1/day a sacrificial guardian can breathe out a 10 ft cube of stupefying gas. Intelligent creatures caught in the cloud must make a successful Fortitude saving throw (DC 23) or suffer effects identical to that of a feeblemind spell.

*Bonded Weapon (Ex):* A sacrificial guardian's weapon is actually part of its right arm, and as such cannot be disarmed.

*Empty Mind (Ex):* A sacrificial guardian is immune to all mind-affecting spells and effects.

*Perfect Health (Ex):* A sacrificial guardian is immune to all diseases, including magical diseases such as mummy rot or lycanthropy. In addition, a sacrificial guardian has achieved physical perfection through the powerful magical process that created it. As such, all sacrificial guardians receive maximum hit points per hit die.

*Thrall of He Who Is Fear and Righteous Might (Su):* A sacrificial guardian is utterly devoted to the will of He Who Is Fear and Righteous Might and will follow the directions of its priests and cultists without question, even if doing so means certain destruction.

*Possessions: +3 flaming scimitar* (bonded), heavy steel shield

**Area 1-4 – Quiet Room:** Read or paraphrase the following:

> *This is a study area. Two large tables covered in reading materials dominate the room. There are a dozen uncomfortable-looking wooden chairs tucked here and there. High windows spill light into this dusty room.*

This is a student study area and sometime lecture room. Most of the books here are standard school texts of the subjects favored in Westphalen (mathematics, astronomy, agriculture, philosophy and cartography chief amongst them). The only unusual book here is the defaced and useless Praxis Tome, which is being used to shore up an uneven table leg. The tome itself has been defaced by the unwitting adventurers who used it as scratch papers for maps and their kill and treasure list.

**Area 1-5 – Librarian's Office:** Read or paraphrase the following:

This is a large room crammed full of books, worktables, scraps of parchment, old chairs and upturned book shelves. There is a desk and chair in the northeast corner covered in paperwork.

This is the office of Professor Abru Barleymore, accomplished scholar and Westphalen's Chief Librarian. He is currently hiding beneath his desk with a letter opener, ready to stab the first cult member that goes for his desk. He is a spunky old man of 77 but is quite decrepit (Exp14 (scholar), Con 6, hp 22, speed 20 ft., can't run). If he is discovered, he tells the adventurers everything he knows about the situation: he was working when he heard an explosion and the sounds of fighting so he hid. The intruders have been here at least two hours. He doesn't know how many there are but he knows that at least one can cast spells as he heard the familiar sounds of *magic missiles* from inside the great library. Professor Barleymore would very much like to be rescued.

**Area 1-6 – Storage Closet:** Both doors to this room are locked (Break DC 25, Open Lock DC 25). Read or paraphrase the following:

> *This is a store room, with dozens of stacked chairs, boxes of parchment, brooms, and dusters. There are small shelves lining the room stacked with tools, ink, blank parchment, candles and boxes of a local black tea.*

A quick search of this room (Search DC 30) finds a ring of thirty-two keys that belonged to the recently deceased school janitor. These open every door in the school.

**Area 1-7 – Burnt-Out Offices:** Read or paraphrase the following:

> *A blast of heat greets you as you open this door. This might have been a section of offices but it is now mostly burnt away. This entire wing of the building is a fiery blaze. The ceiling is a mass of smoldering collapsed timbers and the black smoke reduces visibility to about twenty feet. The heat is intense.*

This was once the administrative section of the Westphalen School. The staff pitched a desperate and short-lived last defense here, with obvious results.



William Kwan tO de #4 / 100 '4

The heat and smoke are hazardous. Unprotected players entering this section of the building take 1d3 points of nonlethal damage per round and must save (Fortitude DC 14 + 1 per round spent in the burning section of the building) or pass out from the choking fumes.

Ten minutes after the players arrive this section reaches flashpoint. At that moment everyone and everything that remains takes 8d6 points of fire damage, plus 2d6 crushing damage as the ceiling timbers collapse, likely trapping anyone left inside.

**Area 1-8 – Classroom:** Read or paraphrase the following:

*This is a medium sized classroom. There is a full-sized lectern, twenty-four small desks and twenty-four small, uncomfortable-looking benches. There is a small bookshelf behind the podium with dozens of common, well-worn volumes.*

This room is otherwise empty.

**Area 1-9 – Classroom:** This room is identical to area 1-8 except for the two students who are hiding under their desks. Wilfred Mead and Bennie Parker, two young students, cringe and run from anyone who discovers them. They saw their teacher die trying to defend them and are terrified. Charismatic players might calm them down, but other than extensive knowledge of the school itself they do not know very much about the attack.

**Area 1-10 – Student Cells:** This hall has 18 small rooms where students live. They are typical student cells – slovenly kept, with random books, papers, clothes, writing instruments and souvenirs kept in piles. The exterior cells have tiny shuttered windows. Two students hide in the largest cell in the southwest corner – they plan to crawl through the window and dash away when the coast is clear. The students (Caleb Jaquot and Miranda Cooper) are very frightened and have no useful information regarding the attack.

**Area 1-11 – Unused Classroom:** This is an empty area that can be used for lectures. There is an empty bookshelf on the north wall.

**Area 1-12 – Freshmen's Folly (EL 20):** Read or paraphrase the following:

*There is a strong smell of sulfur and brimstone in this room. Inside are two figures – a crouching human on the floor and what can only be a creature from the nether planes. The fiend appears to be a diabolical man and lion crossbreed, put together in the manner of a centaur. Its tawny leonine body is twelve feet long, while its head towers above you at nearly eight feet. The beast is crowned with a mane-like head of hair that trails down its back in a gore matted tail. The fiend's upper body is coal black, and hugely muscular, with long powerful limbs ending in gnarled short- fingered hands. It clutches a mammoth battleaxe and glares about the room, its bestial face twisted in a rictus mask of outrage and barely contained fury. The crouching figure is a young student with an extremely long neck and bad complexion. Crouching in what appears to be a crudely drawn protective magical circle on the floorboards, he points as you enter and cries, "Now! Do as I bid and slay the intruders!"*

The human is Roe Ramenik, a first year Westphalen student. Since he started here, he has been extremely displeased to discover that demonology was not part of the curriculum. He started doing his own research, buying books from adventurers passing through town, and eventually discovered an ancient ritual for summoning devils. When the school was attacked, Ramenik decided to use the ritual to call for infernal aid. Ramenik hit the jackpot: he somehow managed to summon the mighty Gorson, The Blood Duke. He thinks that this evil creature can save the school; unfortunately his terrible pronunciation of the Infernal tongue has botched the spell and the summoned fiend is free to do whatever he likes here in our world. He plans on devouring young Roe Ramenik just as soon as he slays the pesky adventurers. The creature attacks paladins and clerics over more logical targets.

**Gorson, The Blood Duke:** Unique Devil; CR 20; Large Outsider (Evil, Extraplanar, Lawful); HD 24d8+240; hp 348; Init +13; Spd 50 ft.; AC 44 (-1 size, +9 Dex, +18 natural, +8 profane), touch 26, flat-footed 35; Base Atk +24; Grp +40; Atk +*3 large wounding battleaxe* +39 melee (2d6+15 plus 1 Con damage/19-20 x3); Full Atk +*3 large wounding battleaxe* +39/+34/+29/+24 melee (2d6+15 plus 1 Con damage/19-20 x3) and 2 forepaws + 33 melee (1d8+6); Space/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake 1d8+6, spell-like abilities, summon devils; SQ Damage reduction 15/good and sliver, darkvision 60 ft., immunity to fire and poison, outsider traits, resistance to acid 10 and cold 10, see in darkness, regeneration 10, spell resistance 34, telepathy 100 ft.; AL LE; SV Fort +24, Ref +23, Will +20; Str 35, Dex 29, Con 30, Int 23, Wis 23, Cha 27.

*Skills and Feats:* Balance +23, Bluff +30, Concentration +27, Diplomacy +28, Hide +32, Intimidate +37, Knowledge (anatomy) +33, Knowledge (arcana) +26, Knowledge (religion) +23,



William Kwan tO de #4 / 100 14

Knowledge (the planes) +30, Listen +27, Move Silently +29, Profession (torturer) +29, Sense Motive +29, Spellcraft +26, Spot +27, Survival +29 (+31 on other planes), Use Rope +25; Cleave, Great Cleave, Improved Bull Rush, Improved Critical (battleaxe), Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (battleaxe).

*SA – Improved Grab (Ex):* To use this ability, Gorson must hit with both forepaw attacks. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake.

*Pounce (Ex):* If Gorson charges, he can still make a full attack.

*Rake (Ex):* Attack bonus +31, damage 1d8+6.

*Spell-Like Abilities:* At will – *animate dead*, *blasphemy*, *charm person*, *create undead*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *greater teleport* (self plus 50 lbs of objects only), *lightning bolt*, *magic circle against good*, *produce flame*, *see invisibility*, *suggestion*, *tongues*, *unhallow*, *unholy aura*, *unhallow*, *wall of fire*; 1/day *symbol of stunning*. Caster level 20th; Save DC = 18 + plus spell level.

*Summon Devil (Sp):* Once per day Gorson can automatically summon 2d10 lemures, or nupperibos, 2d4 bearded devils, 1d4 bone devils, erinyes, or barbed devils, or 1 pit fiend. This ability is the equivalent of a 9th-level spell.

*SQ – Regeneration (Ex):* Gorson takes normal damage from good-aligned silver weapons, and from spells or effects with the good descriptor.

*See in Darkness (Su):* Gorson can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

*Possessions: +3 large wounding battleaxe*

**Area 1-13 – Reception Area:** Read or paraphrase the following:

*This is a comfortably furnished room with several low couches, small tables, a tiny stove with a copper kettle, and well-worn rugs.*

This is a reception area, used for meetings with parents and visiting scholars. It is currently empty. Players searching this room may find a hidden magical cup (Search DC 28, hidden in a secret compartment built in to one of the couches). The cup is a magical artifact – speaking the word inscribed under its base ("Goldheart") fills the cup with a perfectly mixed gin and tonic, up to three times per day. The headmaster hid this artifact here to help him deal with some of the more difficult parent meetings.

**Area 1-14 – Class Room:** This room is identical to area 1-8.

**Area 1-15 – Dining Hall:** Read or paraphrase the following:

*This appears to be some sort of dining room. A dozen small tables are surrounded with hard-backed chairs. There are a few cups and plates here. A tapestry on the east wall depicts a bearded man climbing a mountain, holding a candle in one hand.*

The dining area is empty. The tapestry is symbolic of man's search for knowledge.

**Area 1-16 – Kitchen:** Read or paraphrase the following:

*This is a small, poorly organized kitchen. There are several tall tables with cutting blocks and knives and other kitchen implements. There is a hanging rack which is haphazardly hung with dozens of bowls, strainers, pots and pans. There is a stout man in a stained apron standing behind one of the tables – with a large meat cleaver in his hand. Behind him are four students, all of whom look terrified.*

Arlo the cook is making a stand to protect his pet students – he challenges anyone who enters the kitchen, believing them to be invaders. Eventually realizing that the characters are here to help, he tells them everything he knows: he was out at the meat-smoking shed when he heard a strange noise. He peeked out and saw giant eggs floating down from the sky. Warriors in black robes got out and killed anyone who got in their way. Hoping to save his grandmother's recipe book, he snuck back in and found the students in the hallway. Before they could



William Kwan (Orde #4 / 100 %

make their way to the kitchen he saw two guards taking the headmaster into the library and most likely upstairs. He offers to help the adventurers but isn't much of an asset (Com4, hp 24, AC 11 (*+1 leather apron*), Profession (bulk cooking) + 9).

**Area 1-17 – Faculty Dining Area (EL 21):** Read or paraphrase the following:

> *This room has two long oak tables covered in white linen. A candelabra hangs from the ceiling on a sturdy bronze chain, but none of its candles are currently lit. A dozen comfortable chairs are set around the tables. Six guards in strange turtle-like armor stand here, along with a young man who might be a foreign gentleman for his rich and unusual garb. Two of the guards cross their blades before him, trapping him in a corner. When you open the door, the richly appointed young man cries out "Run or they'll kill you!"*

The young man is Emery Latigo, a foreign scholar who has been abducted by the Cult of the Forgotten Word and forced to do their bidding. They have held him captive for two months and while they haven't actually harmed him he has no doubt that they will kill him once he is no longer useful. He has actually studied the Praxis Tome, and they want him to authenticate any copy they find.

He is very impressed by a party that can defeat the tough sacrificial guards. If rescued he implores the adventurers to stop the cult. He knows the following information regarding their schemes.

- The Cult of the Forgotten Word is dedicated to stealing the collective knowledge of the world in an effort to plunge civilization into a period of darkness.
- The Cult is after the Praxis Tome, very likely the most important non-arcane text ever to be produced by mankind. It has the potential to inspire an entire generation of scholars and philosophers.
- Once they finish their business here, they plan to raid two further libraries, although he isn't sure where they might be located. After that they plan to attack the laboratory of Professor Yegaa in order to prevent him from using his Moonleaper, a magical craft that has the ability to reach the stars and the Great Beast herself.

Latigo is eager to help the party reach the Great Beast – he is fiercely dedicated to the Tome and its teachings. He knows that the Cosmic Eggs automatically return to the Great Beast. If an egg is not available, Latigo recommends they race to Professor Yegaa and ask for a ride in the Moonleaper.

**Sacrificial Guardians (6):** See area 1-3 for full statistics.

# The Tower

The tower can be accessed by the spiral staircase at the north end of the library (area 1-3). There are also several windows and an observation deck that the players may use to gain entry.

The ceiling throughout all of the first tower level is uniformly 14 feet high.

**Area 1-18 – Tower Landing:** Read or paraphrase the following:

> *You climb the stairs up to the first level of the tower. This is some kind of study room. Several comfortable chairs sit irregularly around the room. The rounded wall has many windows, including a very large picture window on the north wall. The odd book sits open on a chair or on a corner of one of the many threadbare carpets. The room smells of incense, ancient paper and pipe tobacco. There are two doors leading out of this room, and the stairs continue to climb. You hear shouting from above you.*

This landing is a popular study place for Westphalia's scholars. The windows all open to let in the air but are currently all latched shut.

The door to area 1-19 is locked.

**Area 1-19 – Headmaster's Quarters:** Read or paraphrase the following:

> *This is an exceedingly large, comfortably furnished bedroom, office and workroom. A huge four-poster bed is under the southernmost windows. There are six empty bookshelves, one bookshelf that still holds a few volumes and rolled parchments, a pleasant table for eight, cupboards, free-standing closets, and a very comfortable looking green chair.*

These are the quarters of Headmaster Beaulibre. If the players search all of his belongings they will discover that the bottom drawer of one of the three dressers is locked (Search DC 28, keys from area 1-6 will not open it). Inside is 998 gp, the deeds to two large townhouses in a neighboring village, and a magical peacock idol that heaps praise and compliments upon anyone who holds it and says its command word ("Beula").

**Area 1-20 – Headmaster's Classroom:** Read or paraphrase the following:

> *This is a large classroom. There is a full sized podium in the southeast corner. Several long*



William Kwan (Orde #4 / 100 '14

*tables face the podium. Near the podium are three workshop tables, currently bare. There are three complete human skeletons held together with wire and hanging from braces on the wall. Behind the podium is a bust of an ancient deity of learning and knowledge. The classroom is empty.*

Headmaster Beaulibre, a formidable and blustering man, refuses to teach in any area except this. Students fear his ponderous three-hour lectures and his mind-boggling examinations.

The skeletons are mundane.

**Area 1-21 – Large Group Instruction Area (EL 27):** Read or paraphrase the following:

*The spiral staircase terminates in a huge amphitheater-like instructional room. There are enough wooden benches here to seat almost two hundred students. Four long aisles lead to a short dais at the southernmost end of the tower. A large podium sits on the dais, as does a small table and two chairs. There are five windows, including a huge one on the north wall. The ceiling is open to the sky, although it looks like a section of wall can be rolled across to close off the observation window in bad weather.*

*There are three figures here. You see a man in a crimson breast plate, carrying a dangerous-looking flanged mace topped with a silver skull. He is in a shouting match with an old, scholarly man who is obviously outmatched but refusing to back down. They stand nearly face-to-face before the podium.*

*A third figure perches on one of the southern windows. He is a well-groomed man in the simple black robes of an artisan. He is barefoot and seems more interested in the scenery outside than the argument. His gaze falls upon you as you enter.*

The two figures arguing are Quintoo, a warrior-priest of the Cult of the Forgotten Word, and Headmaster Beaulibre. Quintoo worships He Who Is Fear And Righteous Might and has thrown his lot in with the Cult to create widespread disorder and suffering (see He Who Is Fear and Righteous Might, page 12).

Beaulibre refuses to give out any information regarding the Praxis Tome. He knows nothing about it but refuses to admit even this. Quintoo is getting angrier and angrier and will likely split his skull if the players do not intervene.

The figure in black on the windowsill is Abbatordex, an ancient blue dragon who has also joined the cause of the Cult. Abbatordex hates mankind with a feverish passion and sides with the Cult of the Forgotten Word, believing they have a better than average chance of destroying civilization. Feldspar the Overseer, a ranking member of the cult, has promised him riches and dominion over his own nation of defenseless humans once their plan has been carried out.

**Tactics:** Quintoo believes that Beaulibre is defenseless and will simply dismiss the players, warning them to leave before he slays them. Once they attack he will likely concentrate on keeping himself and his ally healed while Abbatordex meets them in combat.

Abbatordex will certainly fight but if it seems hopeless he will escape by the safest possible route.

**Quintoo:** Human Cleric 13/Fighter 13; CR 26; Medium Humanoid; HD 13d8+52 plus 13d10+52; hp 256; Init +7; Spd 30 ft.; AC 38 (+3 Dex, +4 natural, +10 armor, +6 shield. +5 ring), touch 18, flat-footed 35; Base Atk +19; Grp +24; Atk +*5 shocking burst heavy mace* +33 melee (1d8+18 plus 1d6 shock/19-20 x2); Full Atk +*5 shocking burst heavy mace* +29/+24/+19/+14 melee (1d8+18 plus 1d6 shock/19-20 x2) and +*4 bashing heavy steel shield* +25 melee (1d8+3/x2); Space/Reach 5 ft./5 ft.; SA Rebuke undead 4/day; SQ --; AL NE; SV Fort +20, Ref +14, Will +17; Str 20, Dex 17, Con 19, Int 12, Wis 18, Cha 12.

*Skills and Feats:* Concentration +20, Climb +15*, Heal +16, Intimidation +13, Jump +15*, Knowledge (arcana) +14, Knowledge (religion) +14, Ride +15, Spellcraft +14; Cleave, Craft Wand, Epic Weapon Focus (heavy mace), Epic Weapon Specialization (heavy mace), Great Cleave, Greater Weapon Focus (heavy mace), Greater Weapon Specialization (heavy mace), Improved Critical (heavy mace), Improved Initiative, Improved Shield Bash, Improved Sunder, Lightning Reflexes, Power Attack, Scribe Scroll, Two Weapon Fighting, Weapon Focus (heavy mace), Weapon Specialization (heavy mace). *Includes -2 armor check penalty

*Spells* (6/6+1/6+1/5+1/5+1/3+1/2+1/1+1; DC 14 + spell level) 0 - *detect magic, light, read magic* (2), *mending, virtue*; 1st - *bane, divine favor* (2), *doom, erase*, protection from good, shield of faith;* 2nd - *align weapon, bear's endurance, darkness, hold person, silence, spiritual weapon, touch of idiocy**; 3rd - *bestow curse, explosive runes*, prayer, searing light* (2), *wind wall*; 4th - *air walk, death ward, dismissal, divine power, poison, snake sigil*; 5th - *feeblemind*, flame strike, righteous might, slay living*; 6th - *blade barrier, harm, symbol of pain*;* 7th - *blasphemy*, destruction, repulsion.*

Domains: Anti-Literacy (*touch of ignorance*



William Kwan tO de #4 / 100 14

1/day), Evil (cast evil spells at 14th caster level).

*Possessions: +5 shocking burst heavy mace, +5 mithral spell resistance (19) breastplate, +4 bashing heavy steel shield, ring of protection +5, belt of giant strength +6, amulet of health +4, gloves of dexterity +2, amulet of natural armor +4, wand of cure critical wounds, scroll of heal* (3)*, scroll of resurrection, silver holy symbol, Talisman of the Great Beast*

**Abbatordex: Ancient Blue Dragon:** CR 21; Gargantuan Dragon (Earth); HD 32d12+231; hp 481; Init +4; Spd 40 ft., burrow 20 ft., fly 200 ft. (clumsy); AC 38 (-4 size, +32 natural), touch 06, flat-footed 38; Base Atk +32; Grp +57; Atk bite +40 melee (4d8+13); Full Atk bite +40 melee (4d8+13) and 2 claws +38 melee (2d8+6) and 2 wings +38 melee (2d6+6) and tail slap +38 melee (2d8+19); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA Breath weapon, *create/destroy water*, crush, frightful presence, snatch, spell-like abilities, spells, tail sweep; SQ Damage reduction 15/magic, dark-vision 120 ft., immunity to electricity, sleep, and paralysis, low-light vision, sound imitation, spell resistance 27; AL LE; SV Fort +25, Ref +18, Will +23; Str 35, Dex 10, Con 25, Int 20, Wis 21, Cha 20.

*Skills and Feats:* Bluff +23, Concentration +25, Diplomacy +23, Escape Artist +14, Hide +2, Intimidate +25, Knowledge (arcana) +23, Knowledge (the planes) +23, Listen +33, Search +27, Sense Motive +23, Spellcraft +23 (+25 when deciphering scrolls), Spot +33, Use Magic Device +23; Alertness, Cleave, Empower Spell, Flyby Attack, Hover, Improved Initiative, Improved Natural Attack (bite), Improved Sunder, Multiattack, Power Attack, Snatch.

*SA – Breath Weapon (Su):* 120 ft. line, damage 20d8 electricity, Reflex DC 33 half.

*Create/Destroy Water (Sp):* 3/day – as *create water*, but can also be used to destroy water. Caster level 13th; Will DC 31 negates.

*Crush (Ex):* Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+18 points of bludgeoning damage, and must succeed on a DC 33 Reflex save or be pinned; grapple bonus +57.

*Frightful Presence (Ex):* 300 ft. radius, HD 32 or less, Will DC 31 negates.

*Snatch (Ex):* Grapple bonus +57; claw against creature of Medium of smaller for 2d8+6/round, bite against Large or smaller for 4d8+13/round, or 8d8+26 if Abbatordex does not move; snatched creatures can be flung 90 ft. for 9d6 points of damage.

*Sound Imitation (Ex):* Abbatordex can mimic any voice or sound he has heard, anytime he likes. Listeners must succeed on a DC 31 Will save to detect the ruse.

*Spell-like Abilities:* 3/day – *ventriloquism*; 1/day – *hallucinatory terrain*, *veil*. Caster level 13th; Save DC 15 plus spell level.

*Tail Sweep (Ex):* Half circle 30 ft. in diameter, Small or smaller opponents take 2d6+19 points of bludgeoning damage, Reflex DC 33 half.

*Spells:* As 13th level sorcerer.

*Spells Known (6/8/7/7/7/7/4; DC = 15 + spell level):* 0 – *arcane mark*, *dancing lights*, *detect magic*, *ghost sound*, *guidance*, *mage hand*, *prestidigitation*, *read magic*, *resistance*; 1st – *alarm*, *mage armor*, *magic missile*, *protection from good*, *shield*; 2nd – *cat's grace*, *darkness*, *invisibility*, *scorching ray*, *web*; 3rd – *dispel magic*, *displacement*, *gaseous form*, *haste*; 4th – *charm monster*, *confusion*, *dimension door*, *stoneskin*; 5th – *cone of cold*, *feeblemind*, *hold monster*; 6th – *disintegrate*, *greater dispel magic*.

**Beaulibre:** Old Male Human Expert 6; CR 5; Medium Humanoid; HD 6d6; hp 21; Init -1; Spd 30 ft.; AC 9 (-1 Dex), touch 9, flat-footed 9; Base Atk +4; Grp +2; Atk masterwork staff +3 melee (1d6-2/x2); Full Atk masterwork staff +3 melee (1d6-2/x2); Space/Reach 5 ft./5 ft.; SA –; SQ –; AL LN; SV Fort +15, Ref +6, Will +10; Str 07, Dex 09, Con 10, Int 18, Wis 17, Cha 11.

*Skills and Feats:* Craft (alchemy) +10, Knowledge (arcana) +13, Knowledge (geography) +16, Knowledge (history) +16, Knowledge (local) +16, Knowledge (nature) +13, Knowledge (religion) +11, Knowledge (the planes) +11, Profession (scholar) +10; Skill Focus (Knowledge [geography]), Skill Focus (Knowledge [history]), Skill Focus (Knowledge [local]), Skill Focus (Knowledge [religion]).

*Possessions:* Masterwork staff, robes, *goggles of minute seeing*.



William Kaan (Order #4 / / 100 '4

# Encounter Area 2: The Moonleaper

If the players do not use a Cosmic Egg or some table-turning magical resource to make their way to the Great Beast, there is one more chance – Professor Yegaa. Professor Yegaa is an eccentric scientist who learned of the Great Beast and has become obsessed with studying it. He knows that the creature exists somewhere in space and he has assiduously researched everything he could find out about the creature, interstellar travel and space itself. As a result, he has some idea of the hazards of vacuum conditions, re-entry and the like. And he has created a ship to take him to the stars.

While not a magic user himself, the Professor has employed a gaggle of wizards, alchemists and esoteric sages to help create the Moonleaper, possibly mankind's first space ship. It is a breathtaking achievement on a monumental scale, an innovation with the possibility of changing the destiny of mankind.

There is, of course, a complication. The shortsighted Professor fashioned the Moonleaper out of his home: a rented room in the Oxfield Traveler's Rest. The spaceship is the entire building, its outhouse and the surrounding 20 feet of land, converted and protected to facilitate space flight. As if this weren't enough, the only other permanent resident of the Inn is Andrew Vendi, a.k.a. The Wolf Shadow, a.k.a. Hell's Own Poison, a.k.a Widowmaker Black. Vendi is a paranoid, terrifying assassin lying low after his last job. Space travel was not in his plans, and he will likely come see the professor about the inconvenience.

## Location

The Inn can be located at any medium-sized city in your campaign world. By default it lies two hundred and fifty miles to the northeast, over a difficult mountain pass and through a hazardous forest. It should be a fairly difficult journey for normal folk.

Emery Latigo tells the players he knows where the professor lives, although not the location of the ship (ironic, as they are one and the same). If the players wish to make it to the Moonleaper he suggests they try the professor.

Read this as the players approach the inn for the first time:

*Your journey takes you to the Oxfield Traveler's Rest, a small inn on a busy street. It is a two story building with a sign depicting a jaunty lass dancing in skirts. It has a fresh coat of steely red paint, making it the only red building you have seen in the city.*

If the characters use *detect magic* or similar effects on the building, they will find that the entire area radiates with multiple abjuration, conjuration and transmutation effects. Seasoned alchemists who investigate the paint (Craft (alchemy) DC 35) will note that the paint has some amazing properties – this wooden structure is made stronger than steel and fully resistant to fire and lightning effects.

Three doors lead into the Inn. Two go into the main room and the third goes into the kitchen. The kitchen door stays locked (Open Lock DC 23) until the Inn gets a delivery or the cook takes the garbage out.

## Areas of the Map

**Area 2-1 – Main Room:** Read or paraphrase the following:

*The door opens with the tinkle of a bell.*

*The Oxfield Traveler's Rest is a warm, cheery place that smells of cooking and strong ale. There are five small tables, one long table, a fireplace with a roaring fire and a long bar. A tall, beefy man in a clean apron stands behind the bar pouring a drink. A cluster of middle-aged men hover around one of the round tables, laughing while one of their number tells a story of his part in some great battle. A large matronly woman clears tables. The Traveler's Rest has an extremely homey feel.*

Owner-operator Abe Caseman works the bar while his wife, Quendy, waits tables. If the players sit, Quendy greets them and asks if they want a meal or a room. There are two rooms available at 10 sp a night, each with four beds. The food and ale is high quality; the prices are standard. The Casemans carry no weapons, but there are three stout clubs hidden behind the bar. Abe has a ring with all the keys to the inn in his apron.

If the players ask about Professor Yegaa, the barman and wife are happy to fetch the loveable old coot. They know he is interested in science and alchemy, that he believes that man can live in space, that he keeps strange hours, and occasionally they have to open all the windows in the place after he mixes something foul in his room. The professor is kindly and harmless, they believe, and very interested in the inn. They are proud to relate that he paid to have the entire building painted, and while the red color is a bit strange for this part of the world it does seem to attract customers.



William Kwan tO de #4 / 100 '4

Most of the bar regulars (six in all by noon) are old retired friends who spend their time toasting one another and telling outrageous stories of all the adventures they had in their prime. They are all mid-level over-the-hill commoners. If it comes up, their names are Hanvel, Ginsey, William, Duffy, Otto, Malcolm and Red.

There is a locked strongbox built into the underside of the bar (Open Lock DC 23). Inside are 8 gp, 41 sp, 22 cp and the keys to rooms B and D. The inn ledger is also behind the bar, and if the players for some reason peruse it they will find that there are currently two guests – the Professor, who is paying on a month-to-month basis, and Olaph Custard. Players who prize obscure trivia can make a DC 40 bardic knowledge or Knowledge (local) check to remember that Olaph Custard is the name of a missing witness to a string of high-profile murders that took place more than a decade ago.

**Area 2-2 – Kitchen:** Read or paraphrase the following:

*This is a large well-stocked kitchen. There are two stoves, two large work tables, a chimney with a huge swing arm holding a huge pot of bubbling soup, racks of kitchen knives, cupboards, and a dish washing sink. As you enter, a beautiful young woman with chestnut hair tied in a tight bun looks up from her chopping.*

The woman is Nico, a young deaf mute girl who has been cooking for the Casemans for a year. She is shy and keeps to herself. She runs at the first sign of danger.

**Area 2-3 – Office/Pantry:** The door to the office is always kept locked (Open Lock DC 25). Read or paraphrase the following:

*This room is a cluttered mess of books, paper, provisions and tools. There is a small cramped desk piled high with ledgers, ink pots, records, stacked books and garden tools. Shelves line all the walls and are filled with bags of sugar, rice, potatoes and other edibles. An assortment of well-used garden tools leans in a cluster in the north west corner.*

Abe and Quendy share this office/pantry/garden shed. Behind a sack of dried parsley is a small wall safe with a stout lock (Open Lock DC 30). Inside are 288 gp, 451 sp, the deed to the Oxfield Traveler's Rest, a deed for another inn in a neighboring town, and a *deck of many things* that Abe came across in his youth. He only used it once, and while the alignment change saved his marriage he vowed never to use it again. He happily sells the deck to any player who somehow discovers its presence and makes an offer.

There is trap door in the floor that leads to the root cellar. A ladder goes down six feet to a 12x12 space that holds spare kegs of ale and a few sacks of grain.

**Area 2-4 – Outhouse:** Read or paraphrase the following:

*This is a standard outhouse. It is painted the same odd red as the rest of the building.*

Players searching the outhouse find a concealed lever in the rafters (Search DC 30) which does nothing if the Moonleaper has not yet been activated. If the Moonleaper has been activated and one enters the outhouse and pulls the secret lever, the entire section breaks away, essentially making the outhouse a smaller version of the Moonleaper. This section automatically heads back home, landing right where it started from.

**Area 2-5 – Upstairs:** There are four rooms here (A-D on the map). Each door has a simple lock (Open Lock DC 20). Rooms B and D are currently empty. Each of these has four narrow beds, a small writing desk, a stool, a hanging oil lamp and latching shuttered windows.

**Area 2-5A – The Professor:** Read or paraphrase the following:

*This is the largest upstairs room. No longer a simple sleeping chamber, this room has been transformed into a workshop and laboratory. The entire east wall is dominated by an array of test tubes, beakers, condensing tubes and small burners. Piles of books are everywhere, as are small assortments of strange looking instruments that might pertain to navigation. There is a hanging sheet over the south wall with dense writing all over it – it seems to be calculations and arcane formula, all written in the Common tongue. Pushpins hold dozens of sketches to the walls in various places; many of them are of a huge turtle with wings like a seagull. A hammock hangs from the ceiling along the west wall. There are ten small crates stacked under the hammock. In the center of the room is an ornate steel game board, with the appearance of a three-tiered chessboard. Strange pieces are stacked in places as if a game is in progress. There is an oversized baroque telescope on a tripod pointing out the window.*

Professor Yegaa is very proud of his work, and while he has tried diligently to keep it a secret from the general public, he will tell all if asked about the Moonleaper directly. He has been studying the Great Beast for years and cannot wait to see it in



William Kwan tO de #4 / 100 14

person. He knows the following about the Great Beast:

- The Beast is a kindly creature that merely wants to study the universe. It is likely as old as the universe itself.
- The vacuum of space is extremely dangerous. Most of his preparations have involved keeping himself alive during the journey.
- The Beast knows secrets that man cannot begin to comprehend. If it will speak, the information it can tell us about the universe is limitless.

He knows nothing of the Cult of the Forgotten Word.

The Professor is ready to go at any time, although he hasn't given a second thought to what the Casemans might think of their inn suddenly soaring into space. He is not evil, just obsessive and narrow-minded and he cannot imagine anyone not wanting to journey into space in a flying hotel!

He is also extremely excitable and if the players give him the slightest indication that they want to go with him to the Great Beast, he will throw the secret book switch that activates the ship and take off, with whomever is left in the Inn. Note that after about one in the morning the patrons leave and the only ones left are the PCs, the Casemens and the assassin.

The telescope is *Finley's Eye*, a magical artifact with nearly limitless magnification.

Packed away in his crates, the professor has six weeks of iron rations, 400 feet of rope with a grapple (the rope and grapple are painted with the special red paint; they now have a hardness of 25 and 225 hit points), sixty gallons of water in a barrel, various star charts and space navigation instruments, several changes of clothes including cold weather gear and boots, blank parchment and plenty of ink, ten blank journals, a scroll case, a case of hand tools for masonry and carpentry work, three jars of the special red paint and several paint brushes, and a sturdy crash helmet made of a single hollowed-out gourd painted red.

Professor Yegaa may get so excited by talking about the Great Beast that he activates the Moonleaper with no warning – anyone who happens to be in the building at the time is on their way to a space adventure, like it or not.

See the sidebar "Activating the Moonleaper" for information on how the crazy thing works.

**Area 2-5C – The Assassin (EL 26):** Unless the characters take extraordinary means to sneak up on Andrew Vendi (a.k.a. The Dark Shadow, a.k.a. Hell's Own Poison, a.k.a. Widowmaker Black), he will know of their presence in the inn. Vendi has recently slain a beloved and high-ranking magistrate on his wedding day – along with the rest of the wedding party, the minister, the bard playing the reception, and the caterer. The powers that be have mustered great forces against this legendary assassin, and he is waiting here in the Inn under the name Olaph Custard until his contact brings his million gold piece fee – at which time he intends on skipping the country.

Vendi has drilled several discreet holes in the floor of his room that allow him to spy on the great room below. He spends most of his time peeking out the windows and through his spy holes – if the players arrive he is instantly suspicious and watches their every move. If the players come to his door he will decide that they have to die. He is intelligent, patient and methodical and has a good eye for how difficult a fight will be – play him accordingly.

If the Inn takes off into space, he attempts to force Yeega to turn the ship around. He will likely put a poisoned dagger to the throat of the weakest, most sympathetic victim he can lay his hands on and demand they land.

**Andrew Vendi:** Male Tiefling Rogue 10/Assassin 15; CR 26; Medium Outsider (Native); HD 25d6+50; hp 163; Init +16; Spd 40 ft.; AC 32 (+8 Dex, +3 natural, +6 armor, +5 ring), touch 23, flat-footed 32; Base Atk +17; Grp +19; Atk +3 *keen speed shortsword* +28 melee (1d6+5/17-20 x2); Full Atk +3 *keen*

## Finley's Eye

*Finley's Eye* is a magical artifact that Professor Yeega received in an inheritance. This powerful item was the sky-obsessed scholar's first glimpse into the heavens and how he first discovered the Great Beast.

The eye is a magical looking device with 1:100,000 magnification. Anyone looking into it must make a Will save (DC 28) or be fascinated by the heavens for 2-5 hours. The Professor fully understands this side effect and simply plans his eating schedule around it. It only works at night, and only to see celestial objects (the minimum magnification is too great to see objects on the earth, such as the neighboring kingdom, as anything but a blur). If the user names a celestial object, the device points to it, taking 1-6 rounds to find the object in the sky. It is currently pointed directly at the Great Beast, which appears as a tiny but unmistakable figure in deep space.



Wanderer Ode #4, 7/00

*speed shortsword* +26/+26/+21/+16 melee (1d6+5/17-20 x2) and *+3 keen speed shortsword* +26/+26/+21 melee (1d6+4/17-20 x2); Space/Reach 5 ft./5 ft.; SA *Darkness*, death attack, poison use, sneak attack +14d6, spells; SQ Darkvision 60 ft., evasion, hide in plain sight, improved uncanny dodge, resistance to cold 5, electricity 5, and fire 5, slippery mind, trapfinding, trap sense +3, uncanny dodge, +8 save against poison; AL NE; SV Fort +10, Ref +24, Will +8; Str 14, Dex 26, Con 14, Int 20, Wis 10, Cha 12.

*Skills and Feats:* Balance +22, Bluff +11, Climb +20, Diplomacy +13, Disable Device +25, Disguise +9 (+11 to act in character), Escape Artist +16, Gather Information +9, Hide +53, Intimidate +13, Jump +21, Listen +20, Move Silently +36, Open Lock +28, Search +25, Spot +20, Tumble +22; Dodge, Improved Death Attack (Epic), Improved Initiative, Improved Sneak Attack (Epic), Improved Two Weapon Fighting, Mobility, Spring Attack, Superior Initiative (Epic), Two Weapon Fighting, Weapon Finesse

*SA – Darkness (Sp):* Andrew Vendi may use *darkness* once per day as a 25th level caster.

*Death Attack:* If Andrew Vendi studies his victim for three rounds and then makes a sneak attack within the next 3 rounds with a melee weapon that successfully deals damage, the sneak attack may also paralyze or kill the target (Andrew Vendi's choice). A victim who fails his or her Fortitude saving throw (DC 32) against the kill effect dies. If the saving throw fails against the paralysis, the victim's mind and body become enervated, making him or her completely helpless and unable to act for 1d6+1 rounds.

*Poison Use:* Andrew Vendi is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a blade.

*SQ – Evasion (Ex):* Andrew Vendi can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if Andrew Vendi is wearing light armor or no armor.

*Hide in Plain Sight (Su):* Andrew Vendi can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, he can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

*Uncanny Dodge (Ex):* Andrew Vendi retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

*Improved Uncanny Dodge (Ex):* Andrew Vendi cannot be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack Andrew Vendi.

*Slippery Mind (Ex):* Andrew Vendi can wriggle free from magical effects that would otherwise control or compel him. If he is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. Andrew Vendi gets only this one extra chance to succeed on his saving throw.

*Assassin Spells Known (6/5/5/5; DC = 15 + spell level.):* 1st – *disguise self*, *feather fall*, *jump*, *true strike*; 2nd – *cat's grace*, *invisibility*, *spider climb*, *undetectable alignment*; 3rd – *deep slumber*, *magic circle against good*, *misdirection*, *nondetection*; 4th – *dimension door*, *greater invisibility*.

*Possessions: +3 keen speed shortsword (2)*, *+5 greater shadow padded armor*, *gloves of dexterity +6*, *headband of intellect +4*, *ring of protection +5*, *amulet of natural armor +3*, *ring of improved climbing*, *boots of striding and springing*, 6 doses of purple worm venom.



William Kwan (O.de #4 / 100 %

# Encounter Area 3: The Great Beast

No matter how the players fly to the Beast, read them the following introduction as they approach.

*Your amazing journey through space seems to be at an end – your velocity slows and you see a creature off in the distance. It is hard to make out its features in the dark of the void, but it seems to be shaped like a turtle with wings like a seagull spreading out from its shell.*

*The perspective is tricky. As you fly closer you begin to realize that the beast is huge – at least as large as a dragon. The angle of light changes as you get closer and you can make out its colors – blue and green with silvery wings. You get closer and closer and realize that the beast's size is a trick of the distance – it dwarfs any dragon you have ever seen. You grow closer and closer and now it is the size of a city, larger than a city. It is simply the largest living creature in the universe.*

At this point, Cosmic Eggs are teleported to area 3-1. If the characters came in the Moonleaper it is teleported to area 3-48.

The dungeon interior has actually been carved into the living flesh of the Great Beast. Its size and power is such that its life is not at risk from this construction inside its body, but it is very uncomfortable. The interior walls are of an alien blue material – it is actually a kind of living coral that feeds off the blood of the Beast. The wall seems smooth to the touch until you run your hand over it a bit – looking at your hand afterwards shows that the walls feel smooth but rough your hand as if you had been buffing them with low grit sandpaper. Rub a wall long enough and skin ruptures and bleeds, and even the strongest gloves get worn through.

The walls glow, giving off a strange blue ambient light. Visibility for the entire dungeon is 60 feet, unless the players have their own light source or if the area description says otherwise.

Unless noted otherwise, ceilings are twelve feet tall. All walls and doors on this floor have the following statistics:

**Alien Coral Walls:** 10 ft. thick; hardness 25; hp 500 (10x10 section). Walls regenerate at a rate of 50 hp/hour. If a wall is completely breached, the Great Beast's blood begins to spurt through, filling up a 10 ft. cube per round until every area is completely filled. Creatures trapped with no means of breathing water will drown in this fluid normally. The walls have the same traits as an ooze, and resist all attempts at charm, fear, etc.

**Steel Doors:** 2" thick; hardness 25; hp 60; Break DC 33.

## Activating the Moonleaper

The Professor needs only to throw the hidden switch in his room and all at once the Oxfield Traveler's Rest becomes a spaceship. There is a huge noise like the blare of a colossal trombone, then the force shield appears around the Inn – it is roughly cylindrical, with a flat top and bottom, mostly transparent except for a slight green tinge. The Moonleaper takes off into the air, looking to the world like a swiftly floating island. The ship hovers a while over the city, then takes off like a rocket to space.

The force field has a hardness of 40 and has 1,250 hit points. If the force field is destroyed while the Moonleaper is in a vacuum, everyone dies from exposure to the cold vacuum of space in one minute unless they use magic to survive. At the edge of the force field closest to the front door is an energy hatch – the professor can let people in and out of the ship from his room at this point. People wishing to leave or enter simply touch the edge of the force field and are instantly transported to the other side once the Professor hits the button.

All of the controls – for flight, the force field, landing, etc. – are in the Professor's room. The Moonleaper is a very smooth ride into space, although looking out into the void as stars rush by can be disconcerting. The ship is piloted from the Professor's room and he steers by star chart and his telescope.

There is an escape craft. If one enters the outhouse and pulls the secret lever (see area 2-4) the entire section breaks away, essentially making the outhouse a smaller version of the Moonleaper. This section automatically heads back home, landing right where it started from. It's a fairly gross, cramped ride.

It takes nine days for the Moonleaper to reach the Great Beast. The Professor has not given any thought to how he'll dock and land, but no matter – as soon as the ship gets within range the Cultists notice it and teleport the entire structure to area 3-48.



W...an Kwan Quest #4. / 100 '4

## Cardinal Directions in Space

"What do you mean we can't go east?" Standard cardinal directions are obviously meaningless in space. The Cult describes directions within the Beast Complex using the following descriptors: headward (in the direction of the Beast's head, also considered fore or forward), tailward (in the direction of the Beast's tail, also considered aft or backwards), starboard (to the right while facing forward) and port (to the left while facing forward). Area descriptions use the same terminology, as does the map legend.

## Travel by Obelisk

The Beast Complex is spread out over several miles within the beast's body. The Cult crafted Transport Obelisks to allow them to easily travel the great distances between locations instantly.

If any of the characters touch a Transport Obelisk, their consciousness suddenly goes blank. All of their senses are temporarily shut down by consensual illusion and their bodies are automatically paralyzed. They see symbols that represent the different areas. Subjects remain paralyzed and perceptive of only the transport symbols until they mentally choose one, at which point the Obelisk teleports them to a certain location in the ship. Players who use the Obelisk to transport themselves appear standing outside the obelisk facing out into the new area. Only one character may transport using a given Obelisk each round. The paralysis effect ends as soon as the character teleports.

The cult members are familiar with this form of travel; any cultist, including construct guards, can teleport to any chamber that the obelisk accesses as a move action as long as they are within 5 feet of the obelisk and not otherwise restrained.

A player might panic and attempt to will themselves out of the transport symbol choices, rather than pick a symbol and teleport. They can do this if they make a DC 23 Will save. If they fail there is no effect, although they may make this attempt up to once per minute. If they succeed, they painfully snap themselves out of the transport symbol illusion and take 4d6 points of magical energy backlash damage.

## Defensive Obelisks

It is very important to remember that only one creature may use the teleport obelisk at a time! If a character touches an obelisk while another is paralyzed and waiting to choose an obelisk, nothing happens. That means that the characters can only enter new areas one at a time.

Use this against your players! Make sure that room defenders use this advantage at every opportunity. Of course, smart players may be able to use the obelisks to their own advantage.

## Symbol Guide

When a character teleports with a Transport Obelisk, he must choose a visual symbol to determine where he will go. Here is the list of symbols that are displayed, along with their corresponding locations.

**Blue Obelisk Transport Guide**

| | |
|---|---|
| Hourglass | Area 3-1 |
| Three wavy lines | Area 3-14 |
| Triangle | Area 3-17 |
| Circle | Area 3-18 |
| Square | Area 3-26 |
| Lightning bolt | Area 3-30 |
| Infinity | Outside of ship (special) |
| X | No teleport, returns character to normal senses |

**Red Obelisk Transport Guide**

| | |
|---|---|
| Down arrow | Area 3-17 |
| Fist | Area 3-18 |
| Ringed planet | Area 3-26 |
| Open book | Area 3-30 |
| Three chain links | Area 3-31 |
| Infinity | Outside the ship (special) |
| X | No teleport, returns character to normal senses |

**Gold Obelisk Transport Guide**

| | |
|---|---|
| Insect head | Area 3-34 |
| Wheels | Area 3-36 |
| Octagon | Area 3-40 |
| Infinity | Outside of ship (special) |
| X | No teleport, returns character to normal senses |

**Black Obelisk Transport Guide**

| | |
|---|---|
| Insect head | Area 3-34 |
| Black heart | Area 3-35 |
| Infinity | Outside of ship (special) |
| X | No teleport, returns character to normal senses |



William Kwan tO de #4 / 100 14

Anyone choosing their starting location disappears for an eye blink and reappears facing the room. Choosing the infinity symbol is likely a death sentence – the player is transported outside of the ship where they die in one minute from exposure to vacuum. However, the Cult built in a failsafe mechanism – all one must do to return to the ship when thusly transported is to once again visualize the infinity symbol. Doing so before a minute passes transports the victim back to the obelisk he began at, facing the room and unharmed.

## Internal Events

The Great Beast is a living creature, and the entire dungeon is carved into its organic hide. It is so vast that while it senses the entire network of the Cult of the Forgotten Word, it is in no great pain. The beast has biological processes on a grand scale and players in the dungeon will sometimes experience these in the form of violent physical phenomenon.

Roll 1d6 per hour spent in the Great Beast. On a 6, roll 1d8 to determine which of the following events occurs:

| 1d8 | Event |
|---|---|
| 1 | A massive rumble knocks everyone from their feet (DC 18 Balance check to resist) |
| 2 | Walls grow extremely hot (130 degrees) for 1-6 rounds |
| 3 | Walls bleed for 2-12 rounds |
| 4 | A massive sound erupts, like low-pitched whale song. Everyone effectively deafened for 11-20 (1d10+10) rounds. |
| 5 | Gravity disappears for 1d10 rounds; everyone floats 5 feet per round in a random direction. Sudden or violent motion accelerates the character's drift by 1d4x5 feet. |
| 6 | A massive shift in hormones alters moods. All characters must make a DC 28 Will save or experience the following feelings (roll d6): 1 – anger, 2 – hunger, 3 – fear, 4 – sorrow, 5 – mothering instinct, 6 – serene contentment. These feelings are unignorable, but too mild to cause compulsions (such as skill check penalties or ability checks) and last 10-30 minutes. |
| 7 | Characters experience intense vertigo (DC 20 Fort save or shaken for 1d8 rounds) |
| 8 | Air disappears for 2d12 rounds (DC 18 Reflex save to hold breath or begin drowning) |

Cultists and others who have inhabited the Great Beast for more than a month receive a +4 circumstance bonus on saves and ability checks to resist these effects.

## The Dungeon On Alert

Security is a very serious concern for the Cult of the Forgotten word. Their base may be the most remote location in the universe, but cult guards obsessively watch for the impending intrusion of their enemies. In such an atmosphere, the cult's small security force is prepared to repel a serious invasion.

Before the players arrive the Great Beast is on null alert. None of the traps are activated and most of the guards are stationed in the barracks. If any of the cultists are able to escape an encounter with the characters and make it to the command center in area 3-31, they can change the security status to half alert (if there is evidence but no proof of immediate invasion) or full alert (if there are confirmed reports of enemies in the complex).

The alert status determines how often wandering encounters occur. On null alert, roll on the wandering encounters table every hour. On half alert, roll on the wandering encounters table or the patrol encounter table every hour (50-50 chance of either). On full alert, roll on the patrol encounters table every ten minutes.

Creatures who normally dwell in specific areas will obviously not be there if the characters have already slain them.

**Wandering Encounters Table**

| 1d4 | Encounter |
|---|---|
| 1 | Feldspar the Overseer (area 3-1) |
| 2 | 2 sacrificial guardians |
| 3 | 1 avatar guardian |
| 4 | 1 efreeti (area 3-23) |

**Patrol Encounters**

| 1d6 | Encounter |
|---|---|
| 1 | 2 sacrificial guards |
| 2 | Zabator the ranger (area 3-9) |
| 3 | 1 efreeti (area 3-23) |
| 4 | 2 avatar guards |
| 5 | 2 efreeti (area 3-23) |
| 6 | 6 cult guards (area 3-30) |

William Kwan (Orde #4 / 100 %

## Areas of the Map

**Area 3-1 – Transport Chamber (EL 27):** Read or paraphrase the following:

> *This chamber has blue walls that remind you of silver-veined marble. The walls shed ambient lighting, giving objects in the room indefinite shadows. There are four eggs lined up on one wall, and before them are stacks and stacks of ancient texts. There are six armored guards here, and several hill giants stacking books onto oversized pushcarts. There is also a human in black armor festooned with tiny bits of colored paper. He seems to be directing the giants in their work.*
>
> *The ceiling steeples sharply, to a height of nearly 75 feet. The headward double doors are covered in strange runes, a pictograph dialogue that none of you has ever encountered before.*
>
> *An elongated obelisk sits in the center of the room. Its alien construction is a combination of organic shapes and rigid geometric forms, like a twenty-foot-long mechanical python waiting with an open mouth.*

The human is Feldspar the Overseer, who is in charge of cataloguing all the books captured from the school. As soon as it's apparent that there are intruders in the room he orders the six guards and six giants to attack. The giants have hide armor but no weapons; they each hurl a pushcart (-2 penalty rather than the standard -4 non-proficiency penalty due to the hill giant's familiarity with throwing large heavy objects) then close for melee. Feldspar remains only if victory seems assured. If seriously threatened, he runs to the teleportation obelisk and uses it to escape to area 3-30. Feldspar carries a Talisman of the Great Beast and the single key that opens all three locks on the door in area 3-11.

All of the books present are the property of the Westphalen School. They could conceivably all be loaded into Cosmic Eggs and sent back to the school by anyone with a *Talisman of the Great Beast*. The volume of books requires four eggs to fully transport.

The Blue Transport Obelisk is the beginning of the Cult's teleportation network (see Travel by Obelisk, page XX).

If a translation spell is applied to the pictographs on the headward door, they read: "ONE DAY THE EYES OF THE DOWNTRODDEN SHALL LOOK UPON THEIR CONQUERERS WITH A FEELING QUITE ENOUGH LIKE LOVE."

**Feldspar Heartsunder:** Male Human Fighter 12/Blackguard 13; CR 25; Medium Humanoid; HD 25d10+95; hp 277; Init +5; Spd 20 ft.; AC 33 (+1 Dex, +2 natural, +12 armor, +5 shield, +3 ring), touch 14, flat-footed 32; Base Atk +23; Grp +29; Atk *+4 adamantine shocking burst battle axe* +35 melee (1d8+14 plus 1d6 shock plus 2d6 unholy/19-20 x3); Full Atk *+4 adamantine shocking burst battle axe* +35/+30/+25/+20 melee (1d8+14 plus 1d6 shock plus 2d6 unholy/19-20 x3); Space/Reach 5 ft./5 ft.; SA Poison use, smite good 3/day, sneak attack +4d6, rebuke undead, spells; SQ Aura of despair, aura of evil, dark blessing, detect evil, fiendish servant, resistance to acid 10, cold 30, and fire 10; SV Fort +24, Ref +14, Will +15; Str 22, Dex 12, Con 16, Int 10, Wis 14, Cha 20.

*Skills and Feats:* Climb +10*, Diplomacy +15, Heal +13, Hide +9, Intimidate +15, Jump +10*, Knowledge (religion) +11, Ride +9; Blind-Fight, Cleave, Epic Prowess (Epic), Epic Toughness (Epic), Great Cleave, Greater Weapon Focus (battleaxe), Greater Weapon Specialization (battleaxe), Improved Initiative, Improved Bull Rush, Improved Critical (battleaxe), Improved Sunder, Lightning Reflexes, Mounted Combat, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Unholy Strike (Epic)

*Includes –6 armor check penalty

*SA – Poison Use:* Feldspar is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade.

*Smite Good (Su):* 3/day, Feldspar may attempt to smite good with one normal melee attack, adding +5 to the attack roll and +13 to the damage roll.

*Rebuke Undead (Su):* Feldspar may command or rebuke undead as an 11th level cleric.

*SA – Aura of Despair (Su):* Feldspar radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

*Dark Blessing (Su):* Feldspar applies his Charisma modifier as a bonus on all saving throws.

*Detect Good (Sp):* At will, Feldspar can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

*Fiendish Servant:* Feldspar is served by a fiendish dire rat named Blix.

*Blackguard Spells (3/3/2/1; DC = 12 + spell level.):* 1st – *cause fear*, *corrupt weapon*, *cure light wounds*; 2nd – *bull's strength*, *cure moderate wounds*, *death knell*; 3rd – *cure serious wounds*, *inflict serious wounds*; 4th – *cure critical wounds.*

*Possessions: +4 adamantine shocking burst battle axe*, *+4 adamantine heavy fortification full plate*, *+3 fire and acid resistance heavy adamantine shield*, *ring of protection +3*, *ring of greater cold resistance*, *belt of giant strength +6*, *cloak of charisma +6*, *amulet of natural armor +2*, *potion of cure*



William Kwan tO de #4 / 100 14

*serious wounds (2)*, *Talisman of the Great Beast*, key to locks in area 3-11.

**Blix:** Male Fiendish Dire Rat; CR –; Small Magical Beast (Augmented Animal, Extraplanar); HD 9d8+9; hp 56; Init +4; Spd 40 ft., climb 20 ft.; AC 23 (+1 size, +4 Dex, +8 natural), touch 15, flat-footed 19; Base Atk +6; Grp +4; Atk bite +10 melee (1d6+3 plus disease); Full Atk bite +10 melee (1d6+3 plus disease); Space/Reach 5 ft./5 ft.; SA Disease, smite good; SQ Blood bond, damage reduction 10/magic, darkvision 60 ft., empathic link, improved evasion, low-light vision, resistance to cold 10 and fire 10, scent, share saving throws, share spells, speak with blackguard, spell resistance 30; AL LE; SV Fort +15, Ref +10, Will +7; Str 14, Dex 18, Con 13, Int 09, Wis 12, Cha 4.

*Skills and Feats:* Climb +12, Hide +12, Listen +5, Move Silently +8, Spot +5, Swim +2; Alertness, Dodge, Improved Natural Attack (bite), Stealthy, Weapon Finesse*

*SA – Disease (Ex):* Filth fever—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

*Smite Good (Su):* Once per day, Blix can make a normal melee attack to deal an extra 9 points of damage to a good aligned foe.

*SQ – Blood Bond (Ex):* Blix gains a +2 bonus on all attack rolls, checks, and saves if it witnesses Feldspar being threatened or harmed.

*Empathic Link (Su):* Feldspar has an empathic link with Blix out to a distance of up to 1 mile. He cannot see through Blix's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

*Improved Evasion (Ex):* If Blix is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage on a successful saving throw and only half damage on a failed saving throw.

*Share Saving Throws:* For each of its saving throws Blix uses either its own base save bonus or the Feldspar's, whichever is higher. Blix applies his own ability modifiers to saves, and he doesn't share any other bonuses on saves that Feldspar might have.

*Share Spells:* At Feldspar's option, he may have any spell (but not any spell-like ability) he casts on himself also affect Blix. The fiendish dire rat must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting Blix if he moves farther than 5 feet away and will not affect him again even if the fiendish dire rat returns to Feldspar before the duration expires. Additionally, Feldspar may cast a spell with a target of "You" on Blix (as a touch range spell) instead of on himself. Feldspar and Blix can share spells even if the spells normally do not affect creatures of Blix's type (magical beast).

*Speak with Blackguard (Ex):* Feldspar and Blix can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Hill Giants (6):** CR 7; Large Giant; HD 12d8+48; hp 115; Init -1; Spd 30 ft.; AC 20 (-1 size, -1 Dex, +9 natural, +3 armor), touch 8, flat-footed 20; Base Atk +9; Grp +20; Atk slam +15 melee (1d4+7) or push cart +6 ranged (2d8+7); Full Atk 2 slams +15 melee (1d4+7) or push cart +6 ranged (2d8+7); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (great club).

*SA – Rock Throwing (Ex):* The range increment is 120 feet for a hill giant's thrown rocks.

*Possessions:* Large sized hide armor

**Cult Guards (6):** See Area 1-1 for statistics.

**Area 3-2 – Book Depository:** Read or paraphrase the following:

> *The double doors open into a wide stairwell leading down into large room crammed with piles of books. There are three main mounds of books here, each one more than 10 feet high and containing a jumble of thousands of books. You cannot step off the stairs without walking on a layer of books.*

This is the collected spoils of the Cult of the Forgotten Word's time looting the characters' world. This is where the Cult haphazardly throws any stolen book that isn't interesting (i.e., magical or otherwise extraordinary) or dangerous (i.e., books of knowledge like the Praxis Tome). Once a month they are ritualistically destroyed with dragon fire in area 3-15.

These are ordinary texts. Every subject, including history, geography, mathematics and astronomy are here along with diaries, financial ledgers, ships' logbooks, and other non-instructive works. While there are hundreds of thousands of books here, few of them have extraordinary value, although the entire collection put together would make a great and diverse library somewhere.

If the players spend more than ten minutes here searching the books, check to see if the Guardians of Filth notice from their peephole in area 3-3. There is a 1 in 6 chance that the Guardians happen to glance out while the PCs are here. If the players



William Kwan tO de #4 / 100 '1

make a great deal of noise then the guardians will certainly come to investigate.

**Area 3-3 – Guardians of Filth (EL 24):** The secret door leading to area 3-3 is a round portal nine feet wide and three feet off the ground (Search DC 35 to locate). A tiny peephole is in the center of the door. If the dungeon is on full alert, the trap is engaged (Search/Disable Device DC 38) – a massive charge of electricity arcs between the wall and the floor. Players must make a DC 28 Reflex save to avoid being caught in the arc. Victims caught are paralyzed and suspended in the air by the electricity for three rounds, taking 23-48 points of damage per round (3d6+20). Anyone attempting to touch victims stuck in the electricity must also save (Reflex DC 28) or be likewise caught for the duration of the blast. On null alert or half alert the trap is not active.

If the trap is sprung the guardians automatically know that there are intruders and come to attack.

Once the room is entered, read or paraphrase the following:

*The floor, walls and ceilings of this room are carved in unknown symbols. There are four terrible demons here, with scaly skin, scalloped wings and tails that swish about like serpents. They have thick chains of steel around their necks. They seem very excited to see you.*

The runes carved into this place force the horned devils to do the bidding of the Cult of the Forgotten Word. They are forced to remain here until someone comes and tries to read or rifle through the books in the depository. Cultists have named them the Guardians of Filth as they watch over what they believe to be rubbish, and the devils are quite fond of their title. The cult has commanded the devils to destroy whoever tries to read these books, including other cult members. They attack any intruders they find, although they may spend a round or two bantering first if the situation calls for it. They have a peephole that they use to spy upon area 3-2. The devils pride themselves on their lackadaisical attitude towards their given task and only check the room every ten minutes or so.

The chains are the focus of the enchantment that the cult used to bind the devils to servitude – it both forces them to do the cult's bidding and disallows them from summoning aid. If the chains around the creature's necks are destroyed or removed, the enchantment that binds them to the cult's service is broken and they are free to do as they please. They will probably attack and kill the characters anyway, then escape the Great Beast altogether.

**Advanced Horned Devils (4):** CR 20; Huge Outsider (Evil, Extraplanar, Lawful); HD 21d8+189; hp 298; Init +6; Spd 30 ft., fly 50 ft. (average); AC 36 (-2 size, +6 Dex, +22 natural) touch 14, flat-footed 30; Base Atk +21; Grp +44; Atk spiked chain +35 melee (3d6+22 plus stun) or claw +34 melee (3d6+15) or tail +34 melee (3d6+15 plus infernal wound); Full Atk spiked chain +35/+30/+25/+20 melee (3d6+22 plus stun) and bite +29 melee (3d8+7) and tail +29 melee (3d6+7 plus infernal wound) or 2 claws +34 melee (3d6+15) and bite +29 melee (3d8+7) and tail +29 melee (3d6+7 plus infernal wound); Space/Reach 15 ft./15 ft. (20 ft. with spiked chain); SA Fear aura, infernal wound, spell-like abilities, stun, summon devil; SQ Damage reduction 10/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 28, telepathy 100 ft.; AL LE; SV Fort +21, Ref +18, Will +16; Str 40, Dex 23, Con 29, Int 14, Wis 18, Cha 22.

*Skills and Feats:* Bluff +29, Climb +36, Concentration +31, Diplomacy +15, Disguise +11 (+13 acting), Hide +21, Intimidate +31, Listen +27, Move Silently +27, Search +25, Sense Motive +27, Spot +27, Survival +9 (+11 following tracks); Cleave, Combat Expertise, Combat Reflexes, Improved Sunder, Improved Trip, Multiattack, Power Attack, Weapon Focus (spiked chain).

*Fear Aura (Su):* A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 26 Will save or be affected as though by a fear spell (caster level 19th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura.

*Infernal Wound (Su):* The damage a horned devil deals with its tail attack causes a persistent



William Kwan tO de #4 / 100 '4

wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 28 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a horned devil's tail must succeed on a DC 28 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points.

*Spell-Like Abilities*: At will - *dispel chaos, dispel good, magic circle against good, greater teleport* (self plus 50 pounds of objects only), *persistent image*; 3/day - *fireball, lightning bolt*. Caster level 19th, save DC = 16 + spell level.

*Stun (Su):* Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 35 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain.

*Summon Devil (Sp):* Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

*Regeneration (Ex):* A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

**Electric Arc Trap:** CR 12; magic device; proximity trigger (alarm, 10-ft. area); automatic reset; magic effect (*lightning arc*, 3d6+20 and *paralyzation*). Victims are suspended in midair and suffer damage for three rounds before the trap resets. Anyone touching suspended victims with a conductive material must make a Reflex save or suffer the same effects as the original victim. DC 28 Reflex save avoids damage; Search DC 39; Disable Device DC 39.

**Area 3-4 – Curved Staircase (EL 21):** If the dungeon is on full alert the secret door to this room (Search DC 35) has its trap engaged (Search/ Disable Device DC 39). If the door is opened or bashed down before the engaged trap is disabled, a sonic blast begins to shriek. The blast affects a 60 foot radius circle beginning at the center point of the door. Within the blast victims must make a DC 20 Fortitude save or be deafened. In addition, players within the sound radius take one point of Con damage per round with no save. The source of the sound is a magical gem embedded in the floor. It can be either struck and destroyed (AC 30, hardness 10, hp 40) or its magic can be dispelled (Dispel Magic DC 35). It continues to shriek until someone pronounces its reset word ("Luminosity").

The door leads to a landing at the top of a curving stairway. At the first landing is a mithral golem. As the characters approach it bars their way and a magic mouth says, "*Password?*" It's a trick – the "password" is a physical sign (putting one's hands together with fingers laced). Those who perform the sign may pass freely; otherwise, the golem attacks anyone who tries to pass.

**Mithral Golem:** CR 21; Huge Construct; HD 36d10+40; hp 300; Init +4; Spd 40 ft.; AC 42 (-2 size, +4 Dex, +26 natural, +4 haste) touch 16, flat-footed 38; Base Atk +27; Grp +49; Atk slam +39 melee (4d10+14); Full Atk 2 slams +39 melee (4d10+14); Space/Reach 15 ft./15 ft.; SA –; SQ Construct traits, magic immunity, DR 15/epic and adamantine, alacrity; AL N; SV Fort +12, Ref +16, Will +12; Str 39, Dex 19, Con –, Int –, Wis 11, Cha 10.

*Skills and Feats:* Jump +18; –

*SQ – Alacrity (Su):* Once per round, the mithral golem may take an extra standard action (either before or after its other actions in the round).

*Magic Immunity (Ex):* A mithral golem is immune to all magical and supernatural effects, except as follows. A *slow* spell negates its alacrity for 1d4 rounds, while a *haste* spell restores 1d6 hit points per level of the caster (maximum 10d6) or restores its alacrity, if previously negated by a *slow* spell. Multiple *slow* spells simply extend the duration of the effect.

**Sonic Blast Trap:** CR 12; magic device; touch trigger (attached); automatic reset; magic effect (*sonic blast*, DC 20 Fortitude save or be deafened); magic effect (1 point temporary Con damage per round the trap is engaged, no save); multiple targets (all creatures within a 60 ft. radius); Search DC 38; Disable Device DC 38.

**Area 3-5 – Ancestor Crypt:** The door leading to this room is carved in the unique rune-language of the cult. Translated magically, it reads: "NO GREATER FATE THAN DEATH IN THE SERVICE OF ABSOLUTE ORDER."

When the door is opened, read or paraphrase the following:

*You look past a row of columns that rings the room and into what appears to be some sort of mausoleum. Dozens of what appear to be above-ground burial containers are built into the flagstone floor. The containers are like stone coffins with huge lids, covered in carved pictures depicting the domination of worlds and the destruction of symbols of knowledge; books, scrolls, teachers, etc. The air has the scent of*



William Kwan tO de #4 / 100 14

*charred cinnamon and sandalwood. A wide stairway opposite the way you came in leads up into darkness.*

The Cult keeps the bodies of their honored dead here. The burial constructs are unlocked and covered with a 500-pound marble slab. Most of these funerary mounds hold skeletons wrapped in decaying cloth. However, one industrious cult member has been hoarding treasure in one of the coffins (Search DC 30). It contains 15,825 gp in twenty sacks, a *+4 keen defending great axe*, and six potions of *cure serious wounds* (healing 3d8+15 each).

**Area 3-6 – Unhallowed Chapel (EL 22):** This entire area, beginning at the top of the stairs, is covered in magical darkness. If dispelled, read the following:

*This is obviously some sort of chapel. On the wall across from you is that of the head of a gigantic cockroach demon with snarling mandibles and huge antenna. Beneath it is what might be a sacrificial altar – there are manacles embedded in each corner of its marble surface and there are very old stains across the marble. There are four pillars in the room, one at each corner. These are covered in the strange runes you have been seeing throughout this evil place. The floor is a black and white mosaic that depicts a view of the galaxy with stars and planets.*

This place is unhallowed and the air smells rank and dirty. The insect statue represents He Who Is Fear and Righteous Might (HWIFARM), the evil demi-power revered by the cult. (A DC 35 Knowledge (religion) check lets the players discern the identity of this obscure power.)

A portion of the floor in front of the chapel is a dangerous pit trap. Players walking across without first kneeling in reverence to HWIFARM activate the pit – the top slides away in an eye blink, leaving a 20 ft. x 20 ft. opening. Victims must make a DC 35 Reflex save or fall into a 60 ft. shaft inhabited by a gigantic black pudding. Unless they have some means of levitation, players falling into the pit are immediately considered "grappled" by the ooze, and must make immediate saving throws for all of their equipment against the black pudding's acid.

The black pudding will not leave areas 3-5 and 3-6.

**Gargantuan Black Pudding:** CR 12; Gargantuan Ooze; HD 30d10+240; hp 365; Init -5; Spd 20 ft., climb 20 ft.; AC 1 (-4 size, -5 Dex) touch 1, flat-footed 1; Base Atk +23; Grp +42; Atk slam +26 melee (3d6+7 plus 3d6 acid); Full Atk slam +26 melee (3d6+7 plus 3d6 acid); Space/Reach 20 ft./20 ft.; SA

## He Who Is Fear And Righteous Might

The beast revered by the Cult has worn many evil hats over the eons. The dark creature's modus operandi is to seek out worshipers amongst zealots with extreme points of view. It appears to them in dreams, pretending to be the representation of their point of view and promising power in exchange for worship and sacrifice. He shepherds his new cult until his greedy and reckless demands destroy them, then he finds another zealot with another point of view and the cycle repeats.

He Who Is Fear And Righteous Might (HWIFARM) is currently the demi-power of the domain of Anti-Literacy, but at one time the petty creature has been the representation of Food Poisoning, Wrath, Pet Murder and Ennui. Different groups have called him The Dark Gate, The Watcher in the Muck, The Spade, and Lord of the Dark Mercantile. The wretched thing is neutral evil and he can currently grant his worshipers the following domains: Destruction, Evil, Trickery, and Anti-Literacy. His favored weapon is the scimitar, and his clerics are all proficient in its use.

**New Domain:** Anti- Literacy

**Deities:** HWIFARM

**Granted Powers:** Once per day you can permanently rob an individual of the ability to read or write. This supernatural ability requires a touch attack. The target must make a Will save (DC 10 + half the cleric's level). On a failed save the victim may not read nor write in any language. Wizards may cast spells already memorized but not learn new spells until the effect is reversed. The affected creature may relearn reading and writing by spending time, effort and the necessary experience points. A carefully worded *wish* spell is the only other option, but it takes one *wish* per written language lost to restore.

**Anti-Literacy Domain Spells**

1. *Erase*
2. *Touch of idiocy*
3. *Explosive runes*
4. *Sepia snake sigil*
5. *Feeblemind*
6. *Symbol of pain*
7. *Symbol of weakness*
8. *Symbol of death*
9. *Antipathy*



Wanderer Ode #4 /100 4

Acid, constrict 3d6+7 plus 3d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +17, Ref +4, Will +4; Str 25, Dex 01, Con 26, Int –, Wis 01, Cha 01.

*Skills and Feats:* Climb +15; –

*SA – Acid (Ex):* The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 32 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 32 Reflex save.

The pudding's acidic touch deals 32 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

*Constrict (Ex):* A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

*Improved Grab (Ex):* To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

*SQ – Split (Ex):* Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Ooze Pit Trap (60 ft. deep):** CR 22; mechanical; location trigger, manual reset; DC 35 Reflex save avoids; 60 ft. deep (6d6, fall); creature (characters falling into the pit are immediately considered grappled by the black pudding at the bottom and must save for all of their metal equipment) Search DC 30; Disable Device DC 30.

**Area 3-7 – Hidden Chamber:** The two secret doors leading to this room both require a DC 35 Search to locate, but neither of them is trapped or locked. When characters enter, read or paraphrase the following:

*This smallish chamber is wall-to-wall bookshelves, all bare. Skull-shaped bookends covered in cobwebs look lonely on the barren shelves. There is a small desk in the center of the room with a single magical torch providing light.*

This is a secret library constructed by Quintoo to house the books that he personally believes to be too important to destroy...once he comes across any. At this point the room is empty. This is a convenient place for the characters to hide while on the ship – no patrols ever come here, and unless the players directly lead pursuers here they will be safe.

**Area 3-8 – Rune Covered Passageway:** Read or paraphrase the following:

*Every square inch of this passageway – walls, ceiling, floor – is covered with carvings depicting a group of hooded beings worshiping some sort of insect god, then traveling from world to world in a giant flying turtle, destroying civilizations and cultures as they go. There are two doors leading out of this room.*

The players must make a DC 35 Knowledge (religion) check if they are to comprehend the most dire passage of this entire group of carvings. It seems that the Cult of the Forgotten Word mean to abandon and slay the Great Beast once their quest is over by injecting the beast's heart with some unknown substance.

**Area 3-9 – Security Chief Station (EL 28):** If the dungeon is on half or full alert then Zabator and his personal guard will be out patrolling the dungeon and not hidden within here. Read or paraphrase the following:

*This is some sort of cramped sleeping quarters. There are three bunks along the starboard wall. A table and several chairs are in the center, and the table is covered in mugs, plates and loose arrows. On the north wall is a rune carving that dominates the room.*

If the dungeon is not on alert, Zabator and his guards will be here. Zabator is a hobgoblin ranger of evil and cruel disposition. The Cult recruited him into their fold by promising him an entire world to roam on and rule over once the end comes. He enjoys the chance to hunt and hurt sentient humanoids, especially elves, in a consequence-free environment.

He is invisible when the players enter. If he can, he will sneak past them and alert the rest of the station. If he cannot escape he fights to the best of his ability but realizes that the best chance of defeating the intruders comes from warning the control room and thus will do so if he gets the opportunity. If he gets away he will head to area 3-1 or 3-14 and take an obelisk to area 3-31.

Zabator's guards are two very visible sacrificial guards who will attack, hopefully buying time for Zabator to make a break for it.

Zabator wears a *Talisman of the Great Beast* on a



William Kwan tO de #4 / 100 14

chain around his neck and a key ring with keys for every lock from areas 3-1 to 3-10 and for the prison octagons (areas 3-42 through 3-45).

The secret door leading out requires a DC 35 Search check to locate.

**Zabator Elfscourge:** Male Hobgoblin Ranger 27; CR 27; Medium Humanoid; HD 27d8+81; hp 243; Init +7; Spd 30 ft.; AC 30 (+5 Dex, +4 natural, +8 armor, +3 ring), touch 18, flat-footed 25; Base Atk +24; Grp +27; Atk *+5 speed elf bane mighty composite longbow [+3]* +36 ranged (1d8+8 plus 1d6 fire/19-20 x3) or *+5 speed elf bane mighty composite longbow [+3]* +26 ranged (5d8+40 plus 5d6 fire) or *+3 elf bane handaxe* +34 melee (1d6+6 plus 2d6 vs. elves/x3); Full Atk *+5 speed elf bane mighty composite longbow [+3]* +36/+36/+31/+26/+21 ranged (1d8+8 plus 1d6 fire/19-20 x3) or *+5 speed elf bane mighty composite longbow [+3]* +34/+34/+34/+29/+24/+19 ranged (1d8+8 plus 1d6 fire/19-20 x3) or *+5 speed elf bane mighty composite longbow [+3]* +26 ranged (5d8+40 plus 5d6 fire) or *+3 elf bane handaxe* +32/+27/+22/+17 melee (1d6+6 plus 2d6 vs. elves/x3) and *+3 elf bane handaxe* +32/+27 melee (1d6+4 plus 2d6 vs. elves/x3); Space/Reach 5 ft./5 ft.; SA –; SQ Animal companion, combat style, camouflage, darkvision 60 ft. evasion, favored enemy elves +8, favored enemy humans +4, favored enemy dwarves +4, favored enemy giants +2, favored enemy good outsiders +2, favored enemy fey +2, favored enemy dragons +2, hide in plain sight, swift tracker, wild empathy, woodland stride; AL NE; SV Fort +23, Ref +27, Will +17; Str 16, Dex 25, Con 16, Int 15, Wis 16, Cha 14.

*Skills and Feats:* Climb +13, Handle Animal +27, Heal +13, Hide +42, Jump +23, Knowledge (nature) +24, Listen +23, Move Silently +42, Ride +19, Search +22, Spot +23, Survival +28 (+31 following tracks), Swim +13; Combat Archery (Epic), Combat Expertise, Dodge, Endurance*, Improved Critical (mighty composite longbow), Improved Manyshot (Epic), Improved Two Weapon Fighting, Improved Precise Shot*, Manyshot*, Mobility, Point Blank Shot, Precise Shot, Rapid Shot*, Shot on the Run, Track*, Two Weapon Fighting, Weapon Finesse.

*Animal Companion (Ex):* Zabator has a dire ape named Render as an animal companion.

*Combat Style (Ex):* Zabator has chosen archery for his combat style, and receives Rapid Shot, Many Shot and Improved Precise Shot as bonus feats.

*Camouflage (Ex):* Zabator can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

*Evasion (Ex):* Zabator can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if Zabator is wearing light armor or no armor.

*Favored Enemy (Ex):* Zabator gains a +8 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against elves. Likewise, he gets a +8 bonus on weapon damage rolls against elves. He receives lesser bonuses against humans, dwarves, good outsiders, fey, and dragons.

*Hide in Plain Sight (Ex):* While in any sort of natural terrain, Zabator can use the Hide skill even while being observed.

*Swift Tracker (Ex):* Zabator can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

*Wild Empathy (Ex):* Zabator can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. Zabator rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

*Woodland Stride (Ex):* Zabator may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

*Ranger Spells* (4/4/4/3; Save DC = 13 plus spells level): 1st - *entangle, jump, longstrider, resist energy*; 2nd - *barkskin, cat's grace, cure light wounds, wind wall*; 3rd - *cure moderate wounds* (2), *greater magic*



W...n Ode #4 /100 '4

*fang, repel vermin*; 4th - *animal growth, cure serious wounds, freedom of movement.*

*Possessions: +5 improved shadowed improved silenced studded leather, +5 speed elf bane mighty composite longbow [+3], +3 elf bane handaxe* (2), *50 +1 flaming arrows, gloves of dexterity +6, amulet of natural armor +4, ring of invisibility, ring of protection +3, cloak of resistance +5, boots of speed, Talisman of the Great Beast.*

**Render:** Male Dire Ape; CR –; Large Animal; HD 9d8+18; hp 67; Init +3; Spd 30 ft., climb 15 ft.; AC 20 (+1 size, +3 Dex, +8 natural), touch 12, flat-footed 17; Base Atk +6; Grp +17; Atk claw +12 melee (1d6+7); Full Atk 2 claws +12 melee (1d6+7) and bite +10 melee (1d8+3); Space/Reach 10 ft./10 ft.; SA Rend 2d6+10; SQ Devotion, evasion, link, low-light vision, scent, share spells; AL N; SV Fort +8, Ref +9, Will +6; Str 24, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

*Skills and Feats:* Climb +16, Listen +6, Move Silently +6, Spot +7; Alertness, Iron Will, Multiattack, Toughness

*Rend (Ex):* A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+10 points of damage.

*Devotion (Ex):* Render gains a +4 morale bonus on Will saves against enchantment spells and effects.

*Evasion (Ex):* If Render is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage if he makes a successful saving throw.

*Link (Ex):* Zabator handle Render as a free action, or push him as a move action. Zabator gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Render.

*Share Spells:* At Zabator's option, he may have any spell (but not any spell-like ability) he casts on himself also affect Render. The dire ape must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting Render if he moves farther than 5 feet away and will not affect him again even if the he returns to Zabator before the duration expires. Additionally, Zabator may cast a spell with a target of "You" on Render (as a touch range spell) instead of on himself. Zabator and Render can share spells even if the spells normally do not affect creatures of the Render's type (animal).

**Sacrificial Guardians (2):** See area 1-3 for full statistics.

**Area 3-10 – Sacrificial Pool (EL 18):** Read or paraphrase the following:

*A strange briny smell hits you as you open the door. You stand on the edge of a large pool in a round room. The ledge is made of rough stone and dips down into the pool. The murk is hard to penetrate but you think you see objects floating in several places. The occasional stream of bubbles pops to the surface with an evil smell and a gout of smoke. At the edge of the murky fluid stand two cult guards. They follow your movements with their eyes but make no move towards you.*

The two fully animated cult guards have very specific orders; they attack only if someone tampers with the sacrificial pool.

This is where the Cult of the Forgotten Word creates their sacrificial guardians. To begin the process, a cult member must willingly don the armor and strap a sword and shield to himself, then wade out and drown himself in the pool. Seventy-two hours later, the newly created sacrificial guardian lumbers out of the pool, waiting for the cult to command him.

There are currently seven initiates dead in the pool. They will animate after the characters enter, at the following intervals: 70 hours, 63 hours, 41 hours, 25 hours, 22 hours, 15 hours, 2 hours. In other words, 2 hours after the PCs enter, a newly born sacrificial guardian will walk out of the pool; 13 hours after that (15 hours since the PCs first entered), another sacrificial guard will walk out; and so on.

Sacrificial guardians are disoriented when they first animate, and they simply stand about in the shallows waiting for orders. Nine is the maximum number of sacrificial guardians that the pool can handle at once; more than that and the power of the pool shuts down until the extras are removed.

The pool can be destroyed by the following means:

- A *purify water* spell shuts the power of the pool down for three hours. Sacrificial guardians gestating in the pool will have their resurrection delayed by three hours for each application of the spell.
- 300 points of electrical damage, 200 points of magic missile damage or 100 points of acid damage will render the pool useless.
- A *holy word* frees the souls of all the sacrifices in the pools; their bodies die and will not reanimate. The pool will still work on new unfortunates who sacrifice themselves.

The pool resists fire, sonic and most other forms of damage. If the dungeon is on high alert the cult may use Cosmic Eggs to bring two more willing dupes to become sacrificial guards.

**Sacrificial Guardians (2):** See area 1-3 for full statistics.



William Kwan tO de #4 / 100 '4

**Area 3-11 – Tribunal (EL 15):** Read or paraphrase the following:

*This room is some kind of group meeting area. Rows of chairs behind low partition walls ring the room, all centered around a stone chair with manacles attached. There is a bank of high-backed throne-like benches facing the stone chair – it reminds you of a courtroom. The walls here are dark panels of some sort of exotic wood, as are the floors. The headward wall has several lines of strange runes in three-foot-high characters. The symbols seem to shine in the darkness.*

This is where the Cult holds tribunals for all transgressions within their organization. The Cult has basically one punishment – the guilty are forced through the secret door and once there are sucked into space.

Once translated, the runes read as follows:

AS WITHOUT AS WITHIN

THE LEARNED SHALL SHEPHERD THE IGNORANT

THE LIGHT IS NOT MEANT FOR ALL PEOPLES

PROVE YOU ARE WORTHY TO BE FORGOTTEN

The high-backed bench facing the stone restraint chair has a slightly darker panel on the floor before it. Stepping on it forcibly causes the trap door in area 3-12 to open up only if the secret door is securely closed. The Cultists traditionally strike it with the butt of a staff to carry out the terrible sentence.

The door marked 11A on the map is trapped. It has three locks (Open Lock DC 35, 37 and 43, top to bottom). They must be unlocked in this sequence: middle, top, bottom. If they are not unlocked in that order the trap is armed. The trap can be discovered and disabled normally (Search/Disable Device DC 40).

The trap springs if the door is bashed or if the locks are unlocked in the wrong order – a massive blast of sonic energy does 12d8 points of damage to everyone within 50 feet, and victims must make a DC 17 Fortitude save or be permanently deafened.

**Sonic Blast Trap:** CR 15; magic device; touch trigger (attached); no reset; magic effect (*sonic blast*, 12d8 sonic, DC 20 Reflex save half damage); multiple targets (all targets within 50 ft.); magic effect (Fortitude save DC 17 or be permanently deafened); Search DC 40; Disable Device DC 40.

**Area 3-12 – Jettison Bay:** Read or paraphrase the following:

*The stone walls of this room are covered in hideous carvings of torture, murder and other loathsome acts. On the floor is one terrible picture of a yawning black maw filled with square teeth. The mouth is 20 feet across.*

Characters who investigate this room will find it remarkably free of debris or dust of any kind (Search DC 23 to notice). Characters searching the floor discover the trapdoor easily (Search DC 20 – the seam is the edge of the mouth and easy to notice) but extremely difficult to disable. A DC 43 Disable Device check renders the door inoperable so that the trigger in area 3-11 won't open it. A botch on this disable device check has dire consequences – the trapdoor opens and all the contents of the room are sucked into the void, where they have one minute to live and cannot draw breath or speak.

The secret door to area 3-13 requires a DC 35 Search check to locate.

**Area 3-13 – Emergency Eggs:** Read or paraphrase the following:

*In this room are four of the huge eggs that you first encountered at the Westphalen School. The hatches on all of them are open.*

This secret room is only known by select members of the Cult of the Forgotten Word's upper echelon. If death or capture seems imminent they can come here, get in their eggs and speak an ancient password ("dogstar") to escape. Saying the password opens the trapdoor in area 3-12 and the secret door leading to it. This will whisk the Cosmic Egg and their crew of escapees off to the destination of their choice – as long as they are wearing a *Talisman of the Great Beast*. Without one it will take the characters to its predetermined landing place – as GM you should use this to whisk them off to someplace deadly and inconvenient in your campaign world.

**Area 3-14 – Window Room (EL 31):** Read or paraphrase the following:

*As you open the door you see an amazing sight – you seem to have opened the door onto space itself! A thousand stars shine coldly out in the deep depths of the void. As your eyes get used to the sight you see that the walls of this room are like windows looking out of the beast. There are several black benches around the room and a gem-studded mosaic star-chart on the floor. There is also a blue obelisk. There is a single figure sitting in the dark. He rises and bows slightly.*



William Kwan tO de #4 / 100 14

The cultists come here to meditate upon the void. The Great Beast's skin is thin in this place and the Cultists have used a number of invisibility effects to render it transparent.

Rumatugtug is here, a half-dragon ogre magi eldritch knight enlisted by the Cult to help their scheme of dominating the galaxy. Rumatugtug wants to help the Cult make their dreams come true – a world where humanoids are uneducated, declawed drones that exist to feed endless generations of dragonkind. The fiend is mean and powerful and far from stupid – he is not a fanatic and will not continue a fight he cannot win. If sorely pressed he assumes gaseous form and escapes. He then attempts to sound the alarm, setting the complex on full alert.

Rumatugtug has a pair of extremely large and formidable ropers, *polymorphed* into turtles, in a pouch on his bandoleer. He will begin combat by throwing them at the party and dispelling the *polymorph* effect, transforming the creatures back to their normal selves. The dragon crossbreed trained these aberrations to attack heavily armed warriors before any other targets.

Players touching the blue obelisk will see the same symbols and have the same teleportation choices as they would with the obelisk in area 3-1. If they choose the three wavy lines they go nowhere.

**Rumatugtug:** Half-Dragon (blue) Ogre Mage Fighter 1/Sorcerer 9/Eldritch Knight 10; CR 31; Large Dragon; HD 6d10+36 plus 9d4+54 plus 10d6+60; hp 267; Init +4; Spd 40 ft., fly 80 ft. (good); AC 31 (-1 size, +14 natural, +8 armor), touch 17, flat-footed 31; Base Atk +18; Grp +33; Atk *+4 large vorpal greataxe* +33 melee (3d6+20/x3) or claw +28 melee (1d6+11); Full Atk *+4 large vorpal greataxe* +33/+28/+23/+18 melee (3d6+20/x3) and bite +23 melee (1d8+5) or 2 claws +28 melee (1d6+11) and bite +23 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA Breath weapon, spell like abilities; SQ Darkvision 90 ft., low-light vision, immunity to electricity and sleep and paralysis effects, regeneration 5, spell resistance 19; AL LE; SV Fort +22, Ref +7, Will +12; Str 32, Dex 10, Con 22, Int 20, Wis 14, Cha 30.

*Skills and Feats:* Bluff +20, Climb +23, Concentration +34, Decipher Script +23, Diplomacy +19, Jump +38, Knowledge (arcana) +29, Knowledge (religion) +12, Listen +10, Sense Motive +23, Spellcraft +35, Spot +10; Cleave, Combat Casting, Empower Spell, Epic Spell Penetration (Epic), Great Cleave, Greater Spell Penetration, Improved Initiative, Improved Sunder, Maximize Spell, Power Attack, Spell Penetration, Weapon Focus (greataxe)

*SA – Breath Weapon (Su):* 60-foot line, once per day, damage 6d8 electricity, Reflex 29 half.

*Spell-like Abilities:* At will - *darkness*, *invisibility*; 1/day - *charm person*, *cone of cold*, *gaseous form*, *polymorph*, *sleep*. Caster level 29th; save DC = 20 + spell level.

*SQ – Flight (Su):* Rumatugtug can cease or resume flight as a free action. While using gaseous form he can fly at his normal speed and has perfect maneuverability.

*Regeneration (Ex):* Fire and acid deal normal damage to Rumatugtug.

*Sorcerer Spells Known (6/9/9/8/8/8/8/7/6/4, DC 20 + spell level, as 18th level caster):* 0 – *acid splash*, *daze*, *detect magic*, *light*, *mage hand*, *message*, *open-close*, *read magic*, *touch of fatigue*; 1st – *grease*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd – *cat's grace*, *hideous laughter*, *scorching ray*, *touch of idiocy*, *web*; 3rd – *displacement*, *dispel magic*, *fireball*, *haste*; 4th – *charm monster*, *enervation*, *fire shield*, *stoneskin*; 5th – *cloudkill*, *hold monster*, *teleport*, *wall of force*; 6th – *acid fog*, *disintegrate*, *greater dispel magic*; 7th – *insanity*, *prismatic spray*, *spell turning*; 8th – *clenched fist*, *horrid wilting*; 9th – *wail of the banshee*.

*Possessions: +4 large vorpal greataxe*, *ring of major spell storing*, *ring of spell turning*, *bracers of armor +8*, *amulet of natural armor +5*, *cloak of charisma +6*, *quicken metamagic rod*.

**Advanced Roper (2):** CR 20; Huge Magical Beast; HD 30d10+180; hp 267; Init +6; Spd 10 ft.; AC 27 (-2 size, +2 Dex, +17 natural), touch 10, flat-footed 25; Base Atk +30; Grp +48; Atk strand +31 ranged touch (drag) or bite +39 melee (4d6+15/19-20 x2); Full Atk 6 strands +31 ranged touch (drag) and bite +39 melee (4d6+15/19-20 x2); Space/Reach 15 ft./15 ft. (60 ft. with strands); SA Drag, strands, weakness; SQ Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, spell resistance 30, vulnerability to fire; AL CE; SV Fort +25, Ref +21, Will +14; Str 30, Dex 14, Con 22, Int 12, Wis 16, Cha 12

*Skills and Feats:* Climb +34, Hide +21*, Listen +29, Spot +29; Alertness, Cleave, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bite), Weapon Focus (strand).

*SA – Drag (Ex):* If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 39 Escape Artist check or a DC 35 Strength check. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round.



William Kwan tO de #4 / 100 14

A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

*Strands (Ex):* Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

*Weakness (Ex):* A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 31 Fortitude save or take 2d8 points of Strength damage.

*Skills:* *Ropers have a +8 racial bonus on Hide checks in stony or icy areas.

**Area 3-15 – Efferam's Lair (EL 26, 15):** Read or paraphrase the following:

> *The style of architecture changes radically as you pass through this door. This room is a rough-hewn cavern of blue-veined walls. Chips of glowing stones dot the walls and ceilings, providing patchy light throughout the room. The ceiling is nearly 120 feet high with long twisting stalactites. The tailward wall is smooth and overlaid with cascading steps, as if it was melted then reformed.*

There is a shelf at the top of the tailward wall, shrouded in magical darkness. It is the lair of the great red wyrm Efferam, who is one of the many dragonkind to throw his lot in with the Cult of the Forgotten Word. He has been promised ten thousand human lives and a hill of treasure for supporting the cult.

Efferam is a cagy, selfish, egomaniacal beast with a genius talent for strategy and survival. Like most of the evil dragonkind supporting the Cult of the Forgotten Word, he relishes the idea of an uneducated, feral version of humanity he can feed off at his leisure. Once he realizes the characters are present, he starts making magical preparations to battle them. However, he is not a fanatic for the cause in the least. If he finds himself in a difficult position, he will escape or negotiate for surrender with an eye towards escaping. He will happily discuss the aims and beliefs of the cult, safely traveling via obelisk, and how to escape the dungeon.

The secret door in the corner (Search DC 30) is locked (Open Lock DC 38) and trapped (Disable Device DC 44). If the door is opened or bashed down before the trap is disarmed, several baneful effects occur: an alert is sent to the command center at area 3-31 (which puts the entire dungeon on high alert), an electrical burst is discharged that affects anyone within ten feet of the door on either side (1d20+50 points of damage, Reflex save DC 33 for half), and it engages a trap on the second secret door leading to area 3-16, which is otherwise inactive.

The second secret door (Search DC 30) is not locked, nor is it trapped if the characters have disarmed the trap on the previous door. If the trap is engaged it is DC 40 and has an extremely subtle effect; players passing through the door are subject to a unique magical effect and, if they fail a DC 25 Fortitude save, develop a severe allergy to gold. Any gold not in a secure container within 5 feet of the afflicted renders the victim sickened and fatigued. Both effects are null after a character is 10 feet or more away from any gold. Only a *remove curse*, *limited wish* or *wish* can remove this effect. Affected characters will not know of this malady until they are within proximity to gold but most already are – magical rings, amulets and other trinkets are gold unless otherwise listed.

**Efferam:** Great Wyrm Red Dragon; CR 26; Colossal Dragon (Fire); HD 40d12+400; hp 715; Init +4; Spd 40 ft., fly 200 ft. (clumsy); AC 41 (-8 size, +39 natural), touch 2, flat-footed 41; Base Atk +40; Grp +73; Atk bite +49 melee (4d8+18); Full Atk bite +49 melee (4d8+18) and 2 claws +47 melee (4d6+9) and 2 wings +47 melee (2d8+9) and tail slap +47 melee (4d6+27); Space/Reach 30 ft./20 ft. (30 ft. with bite); SA Breath weapon, crush, frightful presence, snatch, spell-like abilities, spells, tail sweep; SQ Damage reduction 20/magic, dark-vision 120 ft.,



William Kwan tO de #4 / 100 '1

immunity to fire, sleep, and paralysis, low-light vision, spell resistance 32, vulnerability to cold; AL CE; SV Fort +32, Ref +24, Will +32; Str 45, Dex 10, Con 31, Int 26, Wis 27, Cha 26.

*Skills and Feats:* Appraise +40, Bluff +44, Concentration +37, Craft (trapmaking) +27, Hide +5, Intimidate +48, Jump +58, Knowledge (arcana) +40, Knowledge (local) +40, Knowledge (religion) +40, Listen +48, Search +46, Sense Motive +46, Spellcraft +48, Spot +48, Use Magic Device +31; Alertness, Awesome Blow, Cleave, Empower Spell, Flyby Attack, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Maximize Spell, Power Attack, Snatch

*SA – Breath Weapon (Su):* 70 ft. cone, damage 24d10 fire, Reflex DC 40 half.

*Crush (Ex):* Area 30 ft. by 30 ft.; Large or smaller opponents take 4d8+27 points of bludgeoning damage, and must succeed on a DC 40 Reflex save or be pinned; grapple bonus +73.

*Frightful Presence (Ex):* 360 ft. radius, HD 40 or less, Will DC 38 negates.

*Snatch (Ex):* Grapple bonus +73; claw against creature of Large of smaller for 4d6+9/round, bite against Huge or smaller for 4d8+18/round, or 8d8+36 if Efferam does not move; snatched creatures can be flung 120 ft. for 12d6 points of damage.

*Spell-like Abilities:* 12/day – *locate object*; 3/day – *suggestion*; 1/day – *find the path*, *discern location*. Caster level 19th; Save DC 18 + spell level.

*Tail Sweep (Ex):* Half circle 40 ft. in diameter, Medium or smaller opponents take 2d8+27 points of bludgeoning damage, Reflex DC 40 half.

*Spells:* As 19th level sorcerer.

*Spells Known (6/8/8/8/8/7/7/7/7/4; DC = 18 + spell level.):* 0 – *acid splash*, *arcane mark*, *detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *read magic*, *touch of fatigue*; 1st – *grease*, *mage armor*, *magic missile*, *shield of faith*, *unseen servant*; 2nd – *mirror image*, *protection from arrows*, *silence*, *spider climb*, *web*; 3rd – *blink*, *dispel magic*, *protection from energy*, *lightning bolt*; 4th – *divine power*, *fire shield*, *greater invisibility*, *stoneskin*; 5th – *cone of cold*, *dispel good*, *teleport*; 6th – *disintegrate*, *greater dispel magic*, *heal*; 7th – *destruction*, *ethereal jaunt*, *prismatic spray*; 8th – *mass charm monster*, *polar ray*, *unholy aura*; 9th – *storm of vengeance*, *wish*.

**Electric Burst Trap:** CR 15; magic device; touch trigger (attached); automatic reset; magic effect (*electricity blast*, 1d20+50 electricity, DC 33 Reflex save half damage); multiple targets (all targets within 10 ft.), special (setting of this trap arms the trap on the second secret door leading to area 3-16); Search DC 30; Disable Device DC 44.

**Gold Aversion Trap:** CR 12; magic device; location trigger, manual reset; magic effect (gold aversion, anytime a creature afflicted with gold aversion comes within 5 feet of gold he is considered to be both fatigued and sickened, Fortitude save DC 25 negates); multiple targets (all targets passing through door), Search DC 30; Disable Device DC 40.

**Area 3-16 – Efferam's Hoard (EL 13):** Read or paraphrase the following:

*This large semi-circular room is piled high with loose gold, treasure chests and a standing suit of armor. All other details fade away at this beautiful sight.*

The room is a rough-hewn hemispherical dome that reaches 15 feet high at its center.

This room contains both Efferam's personal treasure and a few select items he elects to guard for the Cult – fully expecting to one day run off with everything. The room contains the following:

- Loose coinage: 27,895 gp, 139,587 sp, 998 pp
- A chest with a world-class lock (Open Lock DC 44) containing: 698 gp, a golden scepter set with rubies and emeralds (5,000 gp), 38 fire opals in an embroidered silk bag (250 gp each) and a pair of exquisite emerald earrings (5000 gp)
- A trapped chest (Open Lock DC 38, Disable Device DC 35 – poison gas) containing an ornate and finally wrought gold and platinum death's head mask (45,000 gp value)
- An unlocked, untrapped small crate with ten potions packed in sawdust: *cure critical wounds (x3)*, *greater magic weapon (+4)*, *water breathing (x2)*, *neutralize poison*, *keen edge*, *spider climb* and *undetectable alignment*.
- A suit of *+4 greater silent moves full plate* with a permanent *nondetection* cast on the breastplate.

The secret door leading to area 3-17 is locked (Search and Open Lock DC 33). The door leads to a short hall that ends in another secret door with a puzzle lock (Search and Open Lock DC 38).

**Poison Gas Trap:** CR 13; mechanical; touch trigger (attached); repair reset; gas; multiple targets (all targets in a 50-ft.-by-50-ft. area); never miss; onset delay; poison (toxic fog, DC 20 Fortitude save resists, 2d4 Con drain/1d4 Con, lingers for 3 rounds); Search DC 35; Disable Device DC 35.

**Area 3-17 – Transport room:** Read or paraphrase the following:

*You find a hidden room with rough-hewn walls and a low ceiling. There are two obelisks here,*



William Kwan tO de #4 / 100 14

*a blue and a red one. Their bizarre form of alien construction combines aspects of organic shapes and rigid geometric forms. They almost have the appearance of giant long snakes with yawning mouths.*

The obelisks are part of the Cult's teleport network – see page 19.

**Area 3-18 – Barracks (EL 21):** Read or paraphrase the following:

*This room is a vast rectangle with blue walls and a large red obelisk. Four huge construct guards stand at parade rest against the tailward wall. Standing apart from them is a single guard, larger than the others and with terrible bug eyes and long antenna. None of them react to your arrival. There is a 10 foot high arched door on the far wall.*

This huge chamber is the beginning of the barracks complex, where the Cult stores its sacrificial guards and other creatures it uses as shock troops. The avatar guard and four sacrificial guards are all standing in front of the secret door. The guards ignore the characters unless they provoke them, cast spells or attempt to pass through the secret door on the tailward wall, at which point they attack. They attack automatically if the Cult is on full alert.

The secret door is locked (Search and Open Lock DC 35).

**Avatar Guardian:** Avatar Guardian Human Fighter 12; CR 17; Medium Aberration; HD 12d10+94; hp 214; Init +8; Spd 30 ft.; AC 31 (+4 Dex, +15 natural, +2 shield), touch 14, flat-footed 27; Base Atk +12; Grp +20; Atk +*3 flaming scimitar* +25 melee (1d6+15 plus 1d6 fire plus 1 point Int damage/15-20 x2); Full Atk +*3 flaming scimitar* +25/+20/+15 melee (1d6+15 plus 1d6 fire plus 1 point Int damage/15-20 x2); Space/Reach 5 ft./5 ft.; SA Breath of ignorance, mind robber; SQ Bonded weapon, empty mind, damage reduction 10/–, hypersensitive, immunity to cold, perfect health, resistance to acid 20 and fire 20, spell resistance 27, spider climb, thrall of the He Who is Fear and Righteous Might, vacuum spawn; AL N; SV Fort +15, Ref +10, Will +5; Str 26, Dex 18, Con 25, Int 06, Wis 12, Cha 04.

*Skills and Feats:* Climb +18, Jump +19, Intimidate +7, Listen +17, Spot +17; Alertness*, Cleave, Great Cleave, Greater Weapon Focus (scimitar), Greater Weapon Specialization (scimitar), Improved Bullrush, Improved Critical (scimitar), Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

*Mind Robber (Ex):* An avatar guardian's weapon deals 1 point of Intelligence damage, in addition to normal weapon damage with each successful attack. A creature reduced to 0 Intelligence in this manner has been drained of all intellect, and becomes completely comatose and unable to act. Intelligence damage heals at the rate of 1 point per day.

*Breath of Ignorance (Su):* 1/day an avatar guardian can breathe out a 10 ft cube of stupefying gas. Intelligent creatures caught in the cloud must make a successful Fortitude saving throw (DC 23) or suffer effects identical to that of a feeblemind spell.

*Bonded Weapon (Ex):* An avatar guardian's weapon is actually part of its right arm, and as such cannot be disarmed.

*Empty Mind (Ex):* An avatar guardian is immune to all mind-affecting spells and effects.

*Hypersensitive (Ex):* An avatar guardian's incredibly sensitive antennae grant it blindsight out to 60 ft. In addition, the antennae allow the avatar guardian a limited form of all-around vision, so that it can no longer be flanked.

*Perfect Health (Ex):* An avatar guardian is immune to all diseases, including magical diseases such as mummy rot or lycanthropy. In addition, an avatar guardian has achieved physical perfection through the powerful magical process that created it. As such, all avatar guardians receive maximum hit points per hit die.

*Spider Climb (Su):* An avatar guardian can use a special form of the *spider climb* spell at will, which allows it to move at its regular speed, and requires only its feet or hands to be in contact with a surface.

*Vacuum Spawn (Ex):* Avatar guardians are fully at home in a vacuum. They are immune to the damaging effects of vacuum and gain a +6 bonus to Dexterity based skill checks in any weightless environment. In addition, their natural connection to the Great Beast allow them to walk on its surface as if they were in an area with natural gravity.

*Thrall of He Who Is Fear and Righteous Might (Su):* An avatar guardian is utterly devoted to the will of the He Who Is Fear and Righteous Might and will follow the directions of its priests and cultists without question, even if doing so means certain destruction.

*Possessions: +3 flaming scimitar*, heavy steel shield

**Sacrificial Guardians (4):** See area 1-3 for full statistics.

**Area 3-19 – Sacrificial Guardian Chamber (EL 23):** Read or paraphrase the following:

*There are a dozen guards here, standing at attention. They do not seem to react to your presence. The room is otherwise featureless.*

These guards simply stand until they receive orders from a cultist, or until attacked. They otherwise ignore characters.



William Kwan (O.de #4 / 100 '1

## Collar of the Beast

Created by enterprising spellcasters (both arcane and divine) who often utilize monstrous guardians, the *collar of the beast* serves dual purposes by greatly increasing the combat prowess of any beast forced to wear it, while at the same time making said monster incredibly tractable to its master's will.

A *collar of the beast* usually appears as solid steel or silver band, about three inches thick and roughly eighteen inches in diameter. The collar is hinged and can be opened and closed with a simple locking mechanism. The magic of the collar allows it to be fitted around the neck of any creature of up to huge size with a discernable neck. Each collar must be attuned to *one* person; a process requiring a drop of blood from the collar's would-be master to be placed inside a hidden reservoir on the reverse side of the collar. Once attuned, the *collar of the beast* can be fitted to a creature, and once locked in place cannot be removed by anyone but the device's master or with the use of powerful magic such as a *wish* or *miracle* spell. A *collar of the beast* can be attuned to different masters simply by cleaning out the blood of the old master and replacing it with the blood of the new.

Once in place, the *collar of the beast* bestows a number of magical enhancements upon the creature that wears it. These bonuses are permanent while the *collar* is worn and are listed below.

- +4 deflection bonus to Armor Class
- +4 enhancement bonus to Strength
- +4 enhancement bonus to Constitution
- +2 resistance bonus to all saving throws
- *Greater magic fang* (+3 bonus) to one of the creature's natural weapons

In addition to the powers listed above, a *collar* places a number of limitations upon creatures that wear it. These limitations work to ensure that the creature is unable to resist the will of the collar's master.

The wearer of a *collar of the beast* automatically fails all saving throws against mind affecting spells or spell-like abilities cast by the collar's master. In addition, the collar can *paralyze* the creature wearing it with a command word chosen by its master. The collar's wearer can attempt to resist this paralyzation with a successful Will save (DC 30), but even if the save is successful the creature will still be *slowed* as the spell. The *paralyzation* and *slow* effects last until the collar's master speaks the command word again.

Strong varied; CL 15th; Craft Wondrous Item, *mage armor* or *shield of faith*, *bull's strength*, *bear's endurance*, *greater magic fang*, *hold monster*; Price 134,000 gp; Weight 3 lbs.

**Sacrificial Guardians (12):** See area 1-3 for full statistics.

**Area 3-20 – Guard Room:** Read or paraphrase the following:

*This room contains 16 cots with meager bedding and piles of discarded robes all throughout the room. It is otherwise empty.*

Few are awarded the privilege of living in the Great Beast full time. This chamber is for cultists who are allowed to spend extra time here. All of the cultists are currently elsewhere within the compound.

**Area 3-21 – The Lair of the Renders (EL 22):** The door to this room is locked (DC 35 open locks).

*The stench in this room is overpowering, a heavy animal reek that causes your eyes to water and your gorge to rise. The source of the stench looms in the thick shadows in the back of this cavernous room, three gigantic misshapen figures with slick rubbery gray flesh and long grasping arms. Each creature regards you hungrily with six tiny yellow eyes set above a gaping maw filled with ivory daggers.*

The Cult of the Forgotten Word has captured three gray renders of the largest size to serve as guard beasts. Each behemoth has been fitted with a special magical collar called a *collar of the beast* to bolster its already impressive combat ability and to ensure that it cannot turn upon its masters. The renders are crazed with rage over their imprisonment and will attack anything that enters their lair, fighting until slain.

It is possible for the players to overcome this challenge without blood shed. If a player can somehow communicate with the renders and divine the nature of the collars, he might be able to remove them. If the collars are removed the renders are free to do as they will, although they will not attack their liberators. Freed gray renders are considered to be "indifferent", and if their attitude can be improved to "helpful" (DC 30 Diplomacy check), they can be convinced to follow the players and even aid them in combat. The renders will, however, attack any cult member on sight, seeking vengeance for the long tenure of confinement and abuse they endured at the hands of the Cult of the Forgotten Word.

**Advanced Elite Gray Renders (3):** CR 19; Huge Magical Beast; HD 30d10+390; hp 585 each; Init +6; Spd 40 ft.; AC 27 (-2 size, +2 Dex, +13 natural armor, +4 deflection), touch 14, flat-footed 25; Base Atk +30; Grp +53; Atk bite +46 melee (4d6+18/19-20 x2); Full Atk bite +46 melee (4d6+18/19-20 x2) and 2 claws +41 melee (1d8+7); Space/Reach 15 ft./15



Wanderer Code #4, 7/00 14

ft.; SA Improved grab, rend 2d8+14; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +32, Ref +23, Will +11; Str 40, Dex 15, Con 36, Int 04, Wis 12, Cha 10.

*Skills and Feats:* Hide +5, Spot +18, Survival +12; Alertness, Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Power Attack, Track.

*SA – Improved Grab (Ex):* To use this ability, an advanced elite gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

*Rend (Ex):* An advanced elite gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d8+14 points of damage.

*Possessions: Collar of the beast*

**Area 3-22 – Supply Room:** Read or paraphrase the following:

*Orderly stacks of crates and boxes dominate this room. There are two dozen crates and a number of small wooden boxes. A large pile of metal rods is stacked up against the wall facing the door.*

This is all equipment for the forging and maintenance of weapons and armor. The rods are weapons-grade steel. The crates contain metal working tools, two gallon jugs of oil, hundreds of pounds of charcoal, rivets, fasteners and several huge bolts of tanned animal hide.

**Area 3-23 – The Forge (EL 26):** As the characters approach the door to this area, read them the following:

*You hear the sound of metal repeatedly striking metal from beyond the massive iron door before you. A miasma of heat and smoke grows denser as you approach the door. There are two great iron knockers on the door.*

This door is massive, locked (Open Lock DC 38) and barred from within (break DC 30). There is also a fairly obvious sliding watch hole in the door (Spot DC 23). If someone knocks on the door, one of the efreeti comes to investigate.

When the door is opened, read or paraphrase the following:

*You see a massive iron works with spouting geysers of flame erupting in several places every few seconds. There are three massive anvils here, far too large for man-sized creatures to work. In the center of the room is a massive furnace with a piped cover that shoots a great blast of fire twice as you watch. There are three great couches along the walls piled with great tarpaulins of blanched leather. Every wall is hung with massive iron working tools. There are three large figures here – a fire giant in a breastplate and wearing a massive sword on his back, and two huge creatures similar in form but bare-chested and hairless with fiery eyes.*

The cult blacksmith, Ahandar, is here along with his two efreeti assistants. Ahandar is a dangerous fire giant sorcerer and founding member of the Cult of the Forgotten Word. The forge is the only room comfortably warm enough to please him so he remains here constantly. There is another creature here, an elder fire elemental that lives in the main furnace. It emerges to attack at a command from Ahandar.

Ahandar hates humans and humanoids, most giants, and kittens and puppies. *Especially kittens and puppies*. He founded the cult along with the cockroach-worshiping manlings to rid the universe of their kind for good. The efreeti are bound to his whims. During a fight, Ahandar concentrates on freezing the players or destroying their weapons while his assistants try to keep spellcasters unbalanced. Once his injuries become great, Ahandar spends a move action making a *wish* that one of the efreeti grants, for the three of them to be fully healed of all injuries, maladies and magical effects. If an efreeti dies the giant will *wish* for it to be raised.

**Ahandar:** Male Fire Giant Sorcerer 22; CR 25; Large Giant; HD 15d8+105 plus 22d4+154; hp 415; Init +0; Spd 40 ft.; AC 30 (-1 size, +8 natural, +9 armor, +4 ring) touch 13, flat-footed 30; Base Atk +22; Grp +38; Atk +*5 huge flaming dwarf bane greatsword* +38 melee (3d6+23 plus 1d6 fire/19-20 x2) or slam +33 melee (1d4+12); Full Atk +*5 huge flaming dwarf bane greatsword* +38/+33/+28/+23 melee (3d6+23 plus 1d6 fire/19-20 x2) or 2 slams +33 melee (1d4+12); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +23, Ref +12, Will +22; Str 34, Dex 10, Con 24, Int 14, Wis 14, Cha 26.

*Skills and Feats:* Climb +20, Concentration +29, Craft (armorer) +22, Craft (weaponsmith) +22, Intimidate +16, Jump +20, Knowledge (arcana) +24, Spellcraft +33, Spot +9; Automatic Quicken Spell (Epic), Cleave, Craft Magic Arms & Armor, Craft Wand, Craft Wondrous Item, Empower Spell, Forge Ring, Great Cleave, Improved Sunder, Iron Will, Maximize Spell, Power Attack, Quicken Spell.

*Includes -1 armor check penalty

*SA – Rock Throwing (Ex):* The range increment is 120 feet for Ahandar's thrown rocks.



William Kwan tO de #4 / 100 '4

*Sorcerer Spells Known (6/8/8/16/8/7/7/7/7/6, DC 18 + spell level, 10% spell failure chance due to armor):* 0 – *acid splash*, *daze*, *detect magic*, *light*, *mage hand*, *message*, *open-close*, *read magic*, *touch of fatigue*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *true strike*, *unseen servant*; 2nd – *acid arrow*, *bear's endurance*, *blur*, *protection from arrows*, *resist energy*; 3rd – *displacement*, *dispel magic*, *fireball*, *haste*; 4th – *charm monster*, *crushing despair*, *fire shield*, *stoneskin*; 5th – *cloudkill*, *hold monster*, *teleport*, *waves of fatigue*; 6th – *acid fog*, *chain lightning*, *greater dispel magic*; 7th – *delayed blast fireball*, *force cage*, *spell turning*; 8th – *clenched fist*, *power word stun*, *horrid wilting*; 9th – *imprisonment*, *time stop*, *wail of the banshee*.

*Possessions: +5 huge flaming dwarf bane greatsword*, *+5 heavy fortification mithral chain shirt*, *ring of protection +4*, *ring of wizardry III*, *cloak of charisma +4*.

**Ikio & Kohl:** Advanced Elite Efreeti; CR 19; Huge Outsider; HD 28d8+168; hp 313 and 291; Init +7; Spd 30 ft., fly 40 ft. (perfect); AC 28 (-2 size, +3 Dex, +10 natural, +7 armor) touch 11, flat-footed 25; Base Atk +28; Grp +48; Atk *+3 gargantuan flaming burst falchion* +42 melee (3d6+21 plus 1d6 fire/15-20 x3) or slam +38 melee (2d6+12 plus 1d6 fire); Full Atk *+3 gargantuan flaming burst falchion* +42/+37/+32/+27 melee (3d6+21 plus 1d6 fire/15-20 x3) or 2 slams +38 melee (2d6+12 plus 1d6 fire); Space/Reach 15 ft./15 ft.; SA Change size, heat, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, plane shift, telepathy 100 ft., resistance to cold 20, vulnerability to cold; AL LE; SV Fort +22, Ref +19, Will +18; Str 35, Dex 17, Con 22, Int 14, Wis 14, Cha 16.

*Skills and Feats:* Bluff +28, Craft (weaponsmith) +27, Craft (armorer) +19, Concentration +31, Diplomacy +32, Disguise +28 (+30 acting), Intimidate +30, Listen +27, Move Silently +19*, Sense Motive +27, Spellcraft +27, Spot +27; Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (falchion), Improved Disarm, Improved Initiative*, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Weapon Focus (falchion).

*Includes –1 armor check penalty

*SA – Change Size (Sp):* Twice per day, Ikio & Kohl can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (Ikio & Kohl choose when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. This is the equivalent of a 2nd-level spell.

*Heat (Ex):* An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits with a slam attack, or in each round it maintains a hold when grappling.

*Spell-Like Abilities:* At will - *detect magic*, *produce flame*, *pyrotechnics*, *scorching ray* (1 ray only); 3/day - *invisibility*, *wall of fire*; 1/day - grant up to three *wishes* (to nongenies only), *gaseous form*, *permanent image*, *polymorph*. Caster level 20th; Save DC = 13 plus spell level.

*Possessions: +3 gargantuan flaming burst falchion*, *+3 improved cold resistance chain shirt*.

**Elder Fire Elemental:** CR 11; Huge Elemental; HD 24d8+96; hp 204; Init +13; Spd 60 ft.; AC 25 (–2 size, +9 Dex, +8 natural), touch 17, flat-footed 16; Base Atk +18; Grp +32; Atk slam +26 melee (2d8+6 plus 2d8 fire); Full Atk 2 slams +26 melee (2d8+6 plus 2d8 fire); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +14, Ref +23, Will +10; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +28, Spot +29; Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Initiative*, Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse*, Weapon Focus (slam).

*SA – Burn (Ex):* A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save (DC 26) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

**Area 3-24 – Captain's Office (EL 30):** The door to this area is unlocked if the complex is on null or half alert. At full alert status the door will be locked (Open Lock DC 38). Read or paraphrase the following:

*There is a huge circular mahogany table in this room, ringed by 24 chairs. The room has the strange, ambient lighting you have come to associate with this place. Seated at the far side of the table is a woman in a purple tunic. A thin steel headband keeps her flowing hair out of her face. Flanking her are two huge armored figures with bulging multifaceted eyes and long antenna.*

This is Myerlinda, the chief of the Cult's guards. A mercenary misanthrope of the deepest dye, Myerlinda hates all of mankind. The heartless warrior aids the Cult of the Forgotten Word but has no faith in their plans and is fully prepared to betray or abandon them. She will attack any intruders who do not immediately comply with her orders to throw down all weapons and surrender. If the odds seem to be against her she attempts to escape.

A *permanently invisible* ring of keys hangs on a peg on the starboard wall. Myerlinda taught herself to identify them by touch but they will be difficult for others to use until their enchantment is dispelled. The three dozen keys open every door lock and disarm every door trap throughout the Great Beast.

Myerlinda and her avatar guards attack immediately.

**Myerlinda:** Female Human Fighter 29; CR 29; Medium Humanoid; HD 29d10+58; hp 289; Init +17; Spd 60 ft.; AC 28 (+6 Dex, +9 armor, +3 ring), touch 19, flat-footed 22; Base Atk +25; Grp +29; Atk +*5 unholy wounding spiked chain* +42 melee (2d4+19 plus 2d6 unholy plus 1 point Con damage/19-20 x2) or +*4 distance shocking burst hand crossbow* +38 ranged (1d4+4 plus 1d6 electricity plus 2d6 unholy/19-20 x2); Full Atk +*5 unholy wounding spiked chain* +42/+37/+32/+27 melee (2d4+19 plus 2d6 unholy plus 1 point Con damage/19-20 x2) or +*4 distance shocking burst hand crossbow* +38/+33/+28/+23 ranged (1d4+4 plus 1d6 electricity plus 2d6 unholy/19-20 x2); Space/Reach 5 ft./5 ft.; SA –; SQ –; AL NE; SV Fort +22, Ref +23, Will +13; Str 18, Dex 28, Con 14, Int 14, Wis 8, Cha 12.

*Skills and Feats:* Climb +30, Hide +21, Intimidate +27, Jump +48, Move Silently +21, Tumble +23; Blinding Speed (Epic), Combat Expertise, Dire Charge (Epic), Dodge, Epic Speed, Epic Weapon Focus (spiked chain), Epic Weapon Specialization (spiked chain), Exotic Weapon Proficiency (spiked chain), Exotic Weapon Proficiency (hand crossbow), Greater Weapon Focus (spiked chain) Greater weapon Specialization (spiked chain), Improved Disarm, Improved Trip, Improved Critical (spiked chain), Improved Initiative, Mobility, Point Blank Shot, Power Attack, Precise Shot, Rapid Reload, Run, Spring Attack, Superior Initiative (Epic), Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

*Possessions: +5 unholy wounding spiked chain, +5 mithral fire resistant chain shirt, +4 distance shocking burst hand crossbow,* 50 *+1 unholy bolts, gloves of dexterity +6, belt of giant strength +4, ring or protection +3, ring of evasion, cloak of resistance +3.*

**Avatar Guardians (2):** See area 3-18 for full statistics.

**Area 3-25 – Myerlinda's Chambers:** The door to this room is locked (Open Lock DC 38), but not trapped. Read or paraphrase the following:

*This is a lavish sleeping chamber. The walls are covered in tapestries and the floors are piled thick with animal hide rugs. A steel four-poster bed with burgundy hangings and blankets dominates the tailward wall. There is a white desk with a single chair against the starboard wall. On the opposite wall is a vanity with a three-paneled mirror and a dozen tiny drawers.*

Myerlinda hates people but loves creature comforts. The desk has writing paper and pens and a journal, written in the secret language of the cult. Translated, it is day after day of logged complaints against humanity and revenge schemes against the entire universe. There is, however, a description of how the teleport obelisks work and a note saying to avoid using the infinity symbol under any circumstances. The password to the escape eggs in area 3-14 is also listed here. There is a locked chest hidden under the bed (Open Lock DC 38, the key hangs on the invisible key ring from area 3-24). The chest contains 30,000 gp worth of loose diamonds, emeralds, rubies and sapphires. The drawers of the vanity contain rouge and kohl, several rich outfits, various stylish hairpins and a tangle of neglected gold jewelry worth a total of 8,000 gp.

**Area 3-26 – The Library (EL 23):** Read or paraphrase the following:

*You appear in a dimly lit room with vaulted ceilings that smells of dust and stale air. There is a slight but constant contraction and expansion of the walls of this room, as if the walls themselves were breathing. The tailward, port and starboard walls are filled with floor-to-ceiling bookshelves, approximately half full with identical grey-bound tomes. As you step away from the obelisk you see two humans in cult robes over chain mail with iron shod staves sitting on a low marble bench on the headward wall.*



William Kwan (O ge #4 / 100 '1

The two cult librarians will demand to know who the characters are. Once they are attacked, one will try to slow the intruders down by summoning monsters to deal with them, using spells or his prayer beads, while the other runs for the secret door to area 3-27 in hopes of sounding the alarm and finding reinforcements.

The books are all of cult manufacture. They contain translations of the most important written works of the worlds the Cult has visited. Every book here is written in identically scribed runes, the secret language of the Cult. Translated magically, the tomes offer a wealth of knowledge from many other worlds. The books are poorly organized – a single tome may contain excerpts of fiction and non-fiction and can be filled with such diverse subjects as history, geography, recipes, birth and death records, planting charts and other general information pertaining to a dozen worlds other than the characters'. The Cult wants to preserve this information but is not concerned with ever using it again, so no attempt has been made to catalogue or organize the works of these many different worlds, rendering this gathered knowledge basically useless.

The secret door is accessed by pressing a concealed panel built into the bookshelves (Search DC 40). It is not locked or trapped.

**Igrod & Ulvek (Cult Librarians):** Male Human Expert 7/Cleric 5/Loremaster 10; CR 21; Medium Humanoid; HD 5d8+10 plus 7d6+14 plus 10d4+20; hp 140; Init +2; Spd 40 ft.; AC 27 (+2 Dex, +1 dodge, +10 armor, +4 ring), touch 17, flat-footed 24; Base Atk +13; Grp +14; Atk +*4 defending quarterstaff* +21 melee (1d6+5/x2); Full Atk +*4 defending quarterstaff* +14/+13/+8 melee (1d6+5/x2) and +*4 defending quarterstaff* +18 melee (1d6+4/x2); Space/Reach 5 ft./5 ft.; SA Rebuke undead; SQ Bonus languages, greater lore, lore, secret, true lore; AL NE; SV Fort +13, Ref +10, Will +23; Str 12, Dex 15, Con 15, Int 18, Wis 20, Cha 08.

*Skills and Feats:* Concentration +25, Diplomacy +12, Knowledge (arcana) +27, Knowledge (great beast) +29, Knowledge (history) +27, Knowledge (religion) +27, Knowledge (the planes) +27, Profession (librarian) +27, Spellcraft +27; Combat Casting, Craft Wand, Empower Spell, Forge Ring, Quicken Spell, Skill Focus (knowledge [great beast]), Two Weapon Fighting, Weapon Focus (quarterstaff).

*SQ – Secret:* Igrod and Ulvek have unlocked the following secrets:

| | |
|---|---|
| Secret of inner strength | +2 bonus on Will saves |
| Secret knowledge of avoidance | +2 bonus on Reflex saves |
| The lore of true stamina | +2 bonus of Fortitude saves |
| Weapon Trick | +1 bonus on attack rolls |
| Dodge Trick | +1 dodge bonus to AC |

*Lore:* Igrod and Ulvek have the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. They add their level and Intelligence modifier to the lore check, which functions otherwise exactly like a bardic knowledge check.

*Bonus Languages:* Igrod and Ulvek speak the following languages: aquan, common, abyssal, draconic, dwarven, elven, and infernal

*Greater Lore (Ex):* Igrod and Ulvek have the ability to understand magic items, as with the *identify* spell.

*True Lore (Ex):* Once per day Igrod and Ulvek can use their knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

*Cleric Spells Prepared (6/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1, DC 15 + spell level):* 0 – *detect magic*, *light (3)*, *read magic (2)*; 1st – *command*, *comprehend languages*, *divine favor*, *erase**, *protection from good*, *protection from chaos*, *sanctuary*, *shield of faith*; 2nd – *augury*, *bull's strength*, *cure moderate wounds*, *hold person*, *invisibility purge*, *silence*, *spiritual weapon*, *touch of idiocy**; 3rd – *bestow curse*, *blindness/deafness*, *dispel magic*, *explosive runes**, *prayer*, *searing light*; 4th – *bull's endurance (empowered)*, *divine power*, *freedom of movement*, *poison*, *spell immunity*, *snake sigil**, 5th – *dispel good*, *feeblemind**, *flame strike*, *searing light (empowered)*, *righteous might*, *spell resistance*; 6th –, *create undead**, *greater dispel magic*, *harm*, *symbol of fear*; 7th – *blasphemy*, *destruction*, *repulsion*, *symbol of weakness**; 8th – *summon monster VIII*, *symbol of death**.

*Domains:* Anti-Literacy (*touch of ignorance* 1/day), Evil (cast evil spells at 16th caster level).

*Possessions: +4 defending quarterstaff*, *+5 chain mail*, *ring of protection +4*, *periapt of wisdom +4*, *greater strand of prayer beads*, *wand of cure critical wounds*, *wand of bull's strength (empowered)*, *wand of searing light*.

**Area 3-27 – Slave Scribes (EL 26):** Read or paraphrase the following:

*The air in this chamber is slightly foul and musty. The floor is littered with books and scrolls and sheets of parchment of every description. There are large wheeled carts, some full of identical grey-backed volumes and some heaped with a*



Wanderer Ode #4 4/00 14

*wide variety of different types of written material. In the center of this room is a long double row of inclined writing desks, all facing one another in a single long column. Sitting on tall, uncomfortable-looking stools in at these desks are eighteen lizardfolk, all facing one another in two lines. Each one is chained by its neck to its desk with a fitted steel collar and short length of chain. They are wearing tattered rags, and all but one wears thick eye lenses held together in many places by string. They all look up from the grey-backed books they write in and stare at you, puzzled.*

*Looking over the entire group is a terrible bat-winged demon with a thick chain around his neck carrying a long whip that sparkles with electricity. As you enter, he barks an order at the lizardfolk and advances on your group.*

The lizardfolk are part of an advanced, scholarly race of lizardfolk from a far off galaxy that revere the Great Beast as the creator of the universe and the chief deity in their divine pantheon. These captives here are the greatest scribes of their people and the Cult abducted them and forced them to translate captured texts into the secret language of the Cult. Years of cruel treatment have broken the spirits of these once free creatures and now they are cringing shells of their former selves.

The guardian of the room is Frexsanthius, a balor demon charged with monitoring the lizardfolk. He commands them to keep working then attacks the characters. If the situation dictates he may try to take a scribe hostage in an attempt to force the characters to surrender.

There are thousands of volumes in this room from a dozen different galaxies. None of these books contains magic spells or rituals, however, as those books are hoarded by the Cult. These books would be useless to most but priceless to a sage who was interested in studying alien worlds and cultures.

If freed, the lizardfolk are grateful and highly desirous of returning to their homeworld. They know about the cult's ideology and goals but don't have any idea of their battle strength or the layout of the Great Beast compound. They do know the locations of all the secret doors from area 3-26 to 3-29, including the one leading to the education chamber. They understand how the Cosmic Eggs work and ask for the use of a few of them and a *Talisman of the Great Beast* so they can return to their homeworld.

The balor is bound to the Cult with ancient and foul magics – the chain keeps him bound to the cult and prevents him from summoning aid.

**Frexsanthius:** Advanced Elite Balor, CR 26; Large Outsider (Chaotic, Evil, Extraplanar); HD 30d8+360; hp 516; Init +12; Spd 40 ft., fly 90 ft. (good); AC 36 (–1 size, +8 Dex, +19 natural), touch 17, flat-footed 28; Base Atk +30; Grp +48; Atk *+1 unholy vorpal longsword* +45 melee (2d6+15 plus 2d6 unholy/19–20); Full Atk *+1 unholy vorpal longsword* +43/+38/+33/+28 melee (2d6+14 plus 2d6 unholy/19-20) and *+1 flaming whip* +42/+37/+32 melee (1d4+7 plus 1d6 fire plus entangle); or 2 slams +43 melee (1d10+14); Space/Reach 10 ft./10 ft. (20 ft. with *+1 flaming whip*); SA Death throes, entangle, spell-like abilities, summon demon, vorpal sword; SQ Damage reduction 15/cold iron and good, darkvision 60 ft., flaming body, immunity to electricity, fire, and poison, resistance to acid 10 and cold 10, spell resistance 28, telepathy 100 ft., true seeing; AL CE; SV Fort +29, Ref +26, Will +23; Str 39, Dex 27, Con 34, Int 24, Wis 22, Cha 28.

*Skills and Feats:* Bluff +38, Concentration +40, Diplomacy +42, Disguise +15 (+17 acting), Hide +33, Intimidate +40, Knowledge (arcana) +36, Knowledge (the planes) +36, Listen +43, Move Silently +37, Search +36, Sense Motive +35, Spellcraft +38 (+40 scrolls), Spot +43, Survival +12 (+14 following tracks), Use Magic Device +37 (+39 scrolls); Cleave, Dodge, Greater Two Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Mobility, Power Attack, Quicken Spell-Like Ability (telekinesis), Spring Attack, Two-Weapon Fighting, Weapon Focus (longsword)

*SA – Death Throes (Ex):* If killed, Frexsanthius will explode in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 37 half). This explosion automatically destroys any weapons Frexsanthius is holding.

*Entangle (Ex):* Frexsanthius' *+1 flaming whip* entangles foes much like an attack with a net. The whip has 20 hit points. The whip needs no folding. If it hits, the target and the balor immediately make opposed Strength checks; if Frexsanthius wins, he drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip.

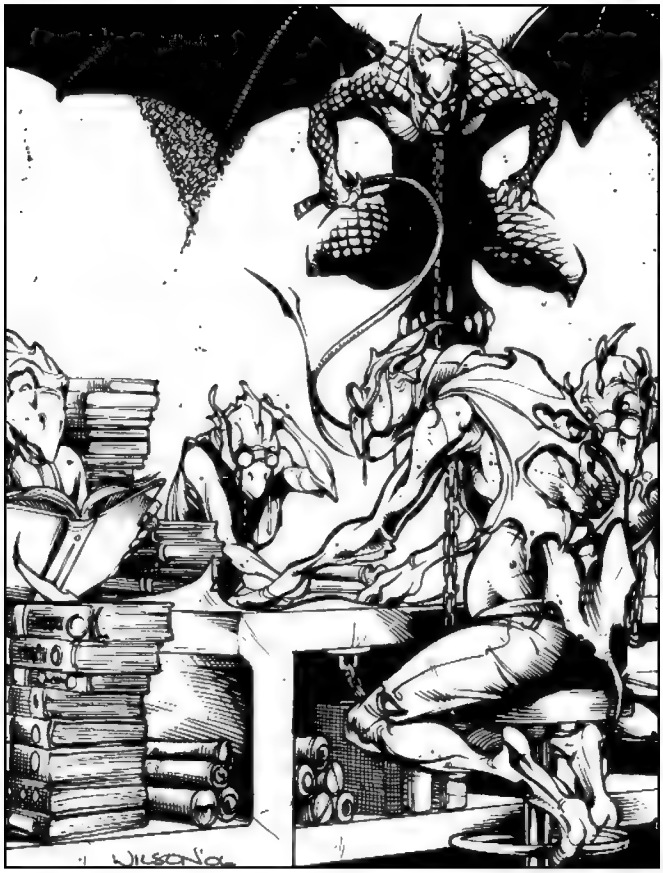
*Spell-Like Abilities:* At will - *blasphemy*, *dominate monster*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *insanity*, *power word stun*, *telekinesis*, *unholy aura*; 1/day - *fire storm*, *implosion*. Caster level 30th; save DC = 19 plus spell level.

*Vorpal Sword (Su):* Frexsanthius carries a *+1 unholy vorpal longsword* that looks like a bolt of lightning.

*Summon Demon (Sp):* Once per day Frexsanthius can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a



William Kwan rO de #4 / 100 '4



9th-level spell.

*SQ – Flaming Body (Su):* The body of Frexsanthius is wreathed in flame. Anyone grappling him takes 6d6 points of fire damage each round.

*True Seeing (Su):* Frexsanthius has a continuous *true seeing* ability, as the spell (caster level 20th).

**Area 3-28 – Slave Pen:** Read or paraphrase the following:

> *This chamber is some kind of shabby living quarters that smells like an unclean animal pen. There are many piles of straw here arranged into lines along the walls. There is a small filthy communal living area in the center of this room, recognizable by the piles of bowls and seating mats you see there. There is a crude campfire-style stove and several small jugs. There are also several small drains built into natural depressions in the doors. Bales of musty hay are stacked along the tailward wall.*

This is where the unfortunate lizardfolk from area 3-28 live during the short periods that they are allowed to rest and recover. Other than a small amount of food and water in the living area there is not much here at all.

The demon guardians of area 3-29 watch through a well concealed spy hole – characters investigating the room can make a DC 30 Spot check to notice it. The secret door to area 3-29 (Search DC 33) is not locked or trapped.

**Area 3-29 – Education Chamber (EL 21):** Read or paraphrase the following:

> *The first thing you notice in this dimly lit room is the menacing figure of a tremendous insect head, carved into the starboard wall and glowering at you with its hideously rendered multi-faceted eyes. It has both pincers as well as a vaguely feminine human mouth. The statue is supported by two pillars, each covered in a vertical line of identical runes.*
>
> *A large brazier full of glowing coals and white-hot metal pokers provides the room's only light. You see what appears to be a large sarcophagus in the headward-starboard corner. In the opposite corner is a torture rack set under a hanging rack filled with dangerous-looking implements. A revolving man-sized cage set into a heavy-duty axle near the brazier.*
>
> *Three hideous creatures eye you boldly from amongst the torture instruments. From the waist up they are hideous six-armed females. From the waist down they are gigantic rattlesnakes. All three rattles go off at once.*

While the hapless lizardfolk are the most common victims of torture experts Hekkaka, Vistupstsi and Maagaarey, this trio of marilith demons is delighted for the chance to demonstrate their skills on anyone. They attack the party but if it is at all possible they change to nonlethal combat at the last minute to keep the adventurers alive long enough for their horrifying idea of fun. If characters are captured here, they face the mariliths for a full day before they are sent off to the prison octagons (area 3-42).

These demons are prevented from summoning more demons by the chain collars they wear, a sigil of diabolic magic that binds them to the Cult.

The runes are the secret language of the Cult. Translated, they read: WELCOME TO YOURSELF.

**Marilith Demons (3):** CR 18*; Large Outsider (Chaotic, Evil, Extraplanar); HD 16d8+144; hp 241; Init +4; Spd 40 ft.; AC 36 (–1 size, +4 Dex, +16 natural, +7 armor), touch 13, flat-footed 32; Base Atk +16; Grp +29; Atk *+1 large unholy longsword* +26 melee (2d6+10 plus 2d6 unholy/19–20) or slam +24 melee (1d8+9) or tail slap +24 melee (4d6+9); Full Atk primary *+1 large unholy longsword* +26/+21/+16/+11 melee (2d6+10 plus 2d6 unholy/19–20) and 5 *+1 large unholy longswords* +26/+21 melee



William Kwan tO de #4 / 100 '4

(2d6+5 plus 2d6 unholy/19–20) and tail slap +22 melee (4d6+4); or 6 slams +24 melee (1d8+9) and tail slap +22 melee (4d6+4); Space/Reach 10 ft./10 ft.; SA Constrict 4d6+13, improved grab, spell-like abilities, summon demon; SQ Damage reduction 10/good and cold iron, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 25, telepathy 100 ft.; AL CE; SV Fort +19, Ref +14, Will +14; Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24.

*Skills and Feats:* Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search 23, Sense Motive +23, Spellcraft +23 (+25 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls); Combat Reflexes, Improved Multiweapon Fighting, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword)

*SA – Constrict (Ex):* A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter.

*Improved Grab (Ex):* To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

*Spell-Like Abilities:* At will - *align weapon*, *blade barrier*, *magic weapon*, *project image*, *polymorph*, *see invisibility*, *telekinesis*, *greater teleport* (self plus 50 pounds of objects only), *unholy aura*. Caster level 16th; save DC = 17 plus spell level.

*Summon Demon (Sp):* Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

*SQ – True Seeing (Su):* Mariliths continuously use this ability, as the spell (caster level 16th).

*Feats:* In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

*Possessions: +1 large unholy longsword (6)*, *+3 chain shirt*.

*These marilith have a slightly higher CR than normal due to the Improved Multiweapon Fighting feat and better than average equipment.

**Area 3-30 – The Great Hall (EL 27):** Read or paraphrase the following:

*As you exit the obelisk you see a long hall in front of you, with a massive ebony table running down its center, skirted by tall-backed chairs. Magical light effects hover over the table at intervals, giving the room a dim glow. You notice that the walls seem to buckle a bit, a regular in-and-out that you can feel as much as hear.*

*Along each wall are two guards in black full plate, wearing fearsome beast faced helms with horns and long wire antennae. Each grips a halberd of black steel, which glows with an unhealthy black radiance.*

*Sitting at the table is a tall elegant woman in black and purple enameled full plate. Jutting over her right shoulder you see the hilt of a bastard sword, its pommel crowned with a mithral skull. She has long black hair held by a silver snood, and a face that would be delicate, even beautiful if not for the iron malice gleaming from her gray eyes. She stands as you enter, drawing her sword with a tortured steel hiss. The blade is so black it seems to actually drink in the light, and you can her the faint sounds of desperate screaming rising in a ghostly cacophony from the bared steel of the hellish weapon.*

The great hall is situated between the Great Beast's lungs, and it is the mighty creature's breathing that causes the walls to buckle.

The High Priestess Maligance prefers the great hall to any other place in the complex. If the adventurers do not immediately attack she asks their identity and attempts to stall, hoping that help will arrive. If combat ensues, she orders her guards to attack, while she hangs back and enhances her own fearsome powers with a bevy of powerful spells.

If given time Maligance casts the following spells in this order: *shield of faith (empowered)*, *divine power*, *righteous might*, *bear's endurance (empowered)*, and *spell resistance*. The high priestess has many quickened spells memorized and will use these to launch offensive strikes at the players while she girds herself in magical protection. She will target obvious spell casters and rogues with spells such as *destruction*, *disintegrate*, or *implosion*, relying on their low Fortitude saves to succumb to these powerful magics. She will save direct damage spells for hardier foes, such as fighters and clerics, using favorites such as *flame strike*, *searing light*, and *fire storm*.

Once she is satisfied that her magical defenses are in place, Maligance will join melee, coordinating her attacks with any surviving guards. She will attempt to flank her opponents as often as possible, and will focus her attacks on obviously injured PCs, hoping to bring them down and even the odds. With her abundance of quickened spells, Maligance has the



William Kwan tO de #4 / 100 14

ability to smite her foes with a spell and still make a full attack in the same round. She will do this every round until she has depleted her store of quickened spells.

If the battle turns against her, Maligance will summon the dread guardian in area 3-38 to assist her via her controlling amulet. The dread guardian will arrive in three rounds. If she seems to be at serious risk of losing her life Maligance will attempt to escape through the obelisk opposite the one the characters arrived through. If she is prevented from escaping she fights to the death.

The guards are cult fanatics and will fight to the death.

**Maligance:** Female Human Cleric 26; CR 26; Medium Humanoid; HD 26d8+56; hp 224; Init +0; Spd 30 ft.; AC 31 (+13 armor, +4 ring, +4 deflection), touch 18, flat-footed 31; Base Atk +18; Grp +23; Atk *Souldrinker* +29 melee (1d10+12 plus 2d4 negative levels/19-20 x2); Full Atk *Souldrinker* +29/+24/+19 melee (1d10+12 plus 2d4 negative levels/19-20 x2); Space/Reach 5 ft./5 ft.; SA Rebuke undead 5/day; SQ Unholy aura; AL NE; SV Fort +26, Ref +14, Will +28; Str 20, Dex 10, Con 14, Int 16, Wis 26, Cha 12.

*Skills and Feats:* Concentration +26, Diplomacy +19, Heal +26, Knowledge (arcana) +34, Knowledge (religion) +34, Knowledge (the planes) +27, Spellcraft +33; Cleave, Empower Spell, Epic Spellcasting, Improved Spell Capacity (10th) (Epic), Improved Spell Capacity (11th) (Epic), Maximize Spell, Martial Weapon Proficiency (bastard sword), Scribe Scroll, Quicken Spell, Power Attack, Weapon Focus (bastard sword)

Spells (6/8+1/7+1/7+1/7+1/7+1/5+1/5+1/5+1/5 +1/1/1, DC 14 + spell level; Epic Spells: 2/day; DC 28): 0 – *cure minor wounds*, *detect magic (2)*, *guidance*, *light*, *read magic*; 1st – *bless*, *command*, *cure light wounds (2)*, *divine favor*, *entropic shield*, *erase**, *obscuring mist*, *sanctuary*; 2nd – *cure moderate wounds*, *darkness*, *desecrate*, *hold person*, *owl's wisdom*, *silence*, *spiritual weapon*, *shatter**; 3rd – *bestow curse*, *contagion**, *dispel magic*, *invisibility purge*, *magic circle against good*, *prayer*, *shield of faith (empowered)*, *wind wall*; 4th – *air walk*, *bear's endurance (empowered)*, *cure critical wounds*, *dismissal*, *divine power*, *snake sigil**, *spell immunity*, *tongues*; 5th – *break enchantment*, *doom (quickened)*, *feeblemind**, *raise dead*, *slay living*, *spell resistance*, *true seeing*, *unhallow*; 6th – *banishment*, *blade barrier*, *death knell (quickened)*, *harm* (2)*, *heal*; 7th – *blasphemy*, *disintegrate**, *destruction*, *flame strike (empowered)*, *mass cure serious wounds*, *protection from energy (quickened)*; 8th – *antimagic field*, *dimensional lock*, *fire storm*, *flame strike (maximized)*, *harm (empowered)*, *symbol of death**; 9th – *flame strike (quickened)*, *gate*, *implosion**, *miracle*, *righteous might (quickened)*, *searing light (quickened, empowered)*; 10th – *heal (quickened)*; 11th – *destruction (quickened)*; Epic – *peripety*, *ruin*.

*Domains:* Anti-Literacy (*touch of ignorance* 1/day), Destruction (*smite* 1/day, +4 to hit, +26 to damage).

*SQ – Unholy Aura (Sp):* Thanks to her *ring of ineffable evil*, Maligance is considered to be under the continuous effect of the spell *unholy aura*. This provides her with the following bonuses and abilities:

- +4 deflection bonus to AC
- +4 Resistance bonus to saves (overlapped by her *cloak of resistance +5*)
- Spell resistance 25 against good spells and spells cast by good creatures
- Immunity to possession and mental influence in the same manner provided by a *protection from good* spell.
- Any good creature that strikes Maligance in melee takes 1d6 points of temporary Strength damage (Fortitude save DC 27 negates).

*Possessions: Souldrinker**, *+5 heavy fortification full plate*, *ring of ineffable evil**, *periapt of wisdom +6*, *belt of giant strength +6*, *ring of protection +4*, *cloak of resistance +5*, *dread guardian amulet.*

***Epic Equipment:**

*Souldrinker:* This *+5 bastard sword* bestows 2d4 negative levels on its target whenever it deals damage, just as if its target had been struck by the *energy drain* spell. Each negative level bestowed grants the wielder 5 temporary hit points. One day after being struck, the subject must make a Fortitude save (DC 25) for each negative level or lose a level. If this sword's power causes a character to have negative levels at least equal to his or her current level, the character is instantly slain and the wielder gains an additional 10 temporary hit points. Temporary hit points gained from this weapon last for a maximum of 1 hour.

*Ring of Ineffable Evil:* The wearer of this ring is constantly sheathed in an *unholy aura* effect. It bestows one negative level on any good creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the ring is worn.

**Elite Cult Guards (4):** Male Human Cleric 5/Fighter 15; CR 20; Medium Humanoid; HD 5d8+20 plus



William Kwan tO de #4 / 100 14

15d10+60; hp 204; Init +5; Spd 20 ft.; AC 26 (+1 Dex, +12 armor, +3 ring), touch 14, flat-footed 26; Base Atk +18; Grp +24; Atk *+4 keen unholy halberd* +30 melee (1d10+17 plus 2d6 unholy/19-20 x3) or *+2 throwing axe* +21 ranged (1d6+8/x3); Full Atk *+4 keen unholy halberd* +30/+25/+20/+15 melee (1d10+17 plus 2d6 unholy/19-20 x3) or *+2 throwing axe* +21/+16/+11/+6 ranged (1d6+8/x3); Space/Reach 5 ft./5 ft.; SA Rebuke undead 2/day; SQ –; AL NE; SV Fort +17, Ref +9, Will +13; Str 22, Dex 12, Con 18, Int 10, Wis 14, Cha 08.

*Skills and Feats:* Climb +15*, Concentration +13, Intimidate +11, Jump +15*, Knowledge (religion) +8, Spellcraft +8; Blind Fight, Cleave, Combat Casting, Great Cleave, Greater Weapon Focus (halberd), Greater Weapon Specialization (halberd), Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (halberd), Weapon Specialization (halberd). *Includes -5 armor check penalty

*Cleric Spells* (5/4+1/3+1/2+1; DC = 12 + spell level): 0 - *cure minor wounds, detect magic, guidance, light, read magic*; 1st - *cure light wounds, divine favor, doom, erase*, shield of faith*; 2nd - *bear's endurance, cure moderate wounds, silence, touch of idiocy**; 3rd - *cure serious wounds, magic circle against good*, prayer.*

*Domains:* Anti-Literacy (*touch of ignorance* 1/day), Evil (cast evils spells at +1 caster level)

*Possessions: +4 full plate, +4 keen unholy halberd, +2 throwing axe* (4), *belt of giant strength +4, ring of protection +3, potion of cure serious wounds* (2), *potion of bull's strength,* masterwork manacles

**Area 3-31 – The Helm (EL 27):** Read or paraphrase the following:

*As you exit the obelisk your ears are assaulted by a terrible roar, as if you were under a massive waterfall. The room is so loud you cannot hear yourself speak.*

*Looking starboard you see an amazing sight – the entire wall, save the bottom ten feet, is a blue-green translucent screen of some sort. You are looking out at the vast universe and see the stars through an opaque blue lens. You have a panoramic view of the entire headward hemisphere of the Great Beast – you see thousands of stars and distant planets, one of which is certainly your own.*

*To your right is a huge, massively muscled humanoid standing on a tall podium. He holds the ends of two huge chains in his hands, struggling to control the motions of each. He wears little but a loincloth, spiked helmet and sparse armor – you can see his every muscle bulging with the effort of his task. Before him is spread an inclined instrument panel dotted with multi-colored glowing lights.*

*The room is circled by ramps that lead up to elevated platforms. On top of the platforms are crowded work stations where cultists sit in chairs like scooped-out eggs on tripods. Each wears a helmet shaped like a cockroach head with large antenna. There is also one human guard at each of the four ramp walls, wearing the same sort of helmet.*

*On the starboard ramp wall are three baroque brass gauges, pointing at a line of strange runes, and each twitches just a bit as you arrive. The gauges are each labeled with a huge set of runes above them. There are many other gauges, switches and flywheels around the wall, their purpose unclear.*

The sound in this room comes from a massive artery nearby. Characters are effectively deafened by the noise until they leave. The helmets the Cultists wear protect them from this effect and allow them communicate with one another normally. The helmets only work in this room. The starboard wall has been rendered invisible so that the pilot can look through the Great Beast's eye out into space.

The guards most certainly spot the characters as they enter. Each one attempts to throw one of the alarm switches near their posts. Switching one is a move action that turns all of the many lights around a bright pulsing red. Once the alarm is sounded, the eight cultists at the four Beast control stations atop the ramps spend a move action locking their workstations down, which prevents them from working until a secret sequence of switches are activated. They then attack the characters.

The figure on the podium is the Captain, Exloe Burk. Burk is a terrifying evil storm giant genius who co-founded the Cult of the Forgotten Word. The Captain is a violent misanthrope who exalts in dominating the Beast. He stays at the helm as long as he can, but once the situation seems hopeless his priority is to keep the characters from taking control of the Beast. The Captain has a panic button he can strike if he risks losing the helm – once struck, every creature in the room is teleported to area 3-47. Doing so automatically sets the complex on full alert. The captain carries a ring of keys that allows him to unlock every door and deactivate every trap in the entire complex, and he wears a *Talisman of the Great Beast* on a chain around his neck.

Control of the helm allows the following:



William Kwan tO de #4 / 100 14

- From the podium position, the driver can change the speed and direction of the Great Beast. It is a physically strenuous and intellectually demanding task. It takes a DC 24 Strength check to man the reigns, and anyone attempting to do so must make a DC 30 Strength and DC 20 Intelligence check every round (in lieu of the Knowledge (Great Beast) skill that characters are extremely unlikely to possess) to avoid losing control. If control is lost, the Beast reasserts its command over its direction and speed. It takes another Strength check and Knowledge (Great Beast) check to reassert control.
- From the ramp workstations the cultists can monitor space in all directions up to ten miles away from the ship, teleport objects in space up to ten miles away into area 3-47, and monitor the location of all Cosmic Eggs. Only a trained user has a chance of making these effects work.
- The users in the headward-port position can flip a switch that gives the scuttle command. Cultists will only do so if they are absolutely certain that the cult itself will be destroyed by the intruders. The switch tells the guards in area 3-35 to use the mass injector and releases the lock that allows it to work.

The three gauges measure the Great Beast's emotional states. Translated, the runes above read PAIN, HORROR and CONFUSION, and beneath each one are the runes for 1 through 13. They are all about halfway, reflecting the creature's realization that he is being used to commit evil acts.

If control is returned to the Beast, it slowly begins to reassert itself. Within a week, it has enough control to reject the cult and travel of its own volition. The Great Beast then leaves our universe for a less complicated one, never to be seen by our kind again.

The secret door to the tailward wall is locked (Search and Open Lock DC 40). The secret door on the headward wall is not, but is extremely difficult to find (Search DC 52).

**Exloe Burk:** Male Storm Giant Fighter 13; CR 26; Huge Giant; HD 19d8+152 plus 13d10+104; hp 457; Init +8; Spd 50 ft., swim 40 ft.; AC 37 (–2 size, +4 Dex, +12 natural, +10 armor, +3 ring), touch 17, flat-footed 33; Base Atk +27; Grp +52; Atk *+5 gargantuan keen shocking burst greatsword* +49 melee (4d6+34 plus 1d6 electricity/17-20 x2) or slam +42 melee (1d6+17); Full Atk *+5 gargantuan keen shocking burst greatsword* +49/+44/+39/+34 melee (4d6+34 plus 1d6 electricity/17-20 x2) or 2 slams +42 melee (1d6+17); Space/Reach 15 ft./15 ft.; SA Spell-like abilities; SQ Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing; AL CE; SV Fort +27, Ref +14, Will +17; Str 44, Dex 18, Con 26, Int 18, Wis 20, Cha 16.

*Skills and Feats:* Climb +44, Concentration +19, Diplomacy +13, Intimidate +17, Jump +52, Knowledge (great beast) +20, Listen +11, Perform (oratory) +11, Sense Motive +24, Spot +21, Swim +48; Awesome Blow, Cleave, Combat Expertise, Combat Reflexes, Devastating Critical (greatsword) (Epic), Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Bull Rush, Improved Critical (greatsword), Improved Disarm, Improved Initiative, Improved Sunder, Iron Will, Overwhelming Critical (greatsword) (Epic), Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

*SA – Spell-Like Abilities:* 2/day - *control weather*, *levitate*; 1/day - *call lightning*, *chain lightning*. Caster level 20th; save DC = 13 plus spell level.

*SQ – Freedom of Movement (Su):* Exloe Burk has a continuous *freedom of movement* ability as the spell (caster level 20th). The effect can be dispelled, but Exloe Burk can create it again on his next turn as a free action.

*Water Breathing (Ex):* Exloe Burk can breathe underwater indefinitely and can freely use his spell-like abilities while submerged.

*Possessions: +5 gargantuan keen shocking burst greatsword*, *+5 huge mithral breastplate*, *ring of protection +3*, *brooch of shielding* (71 points remaining), *potion of invisibility*.

**Cult Guards (12):** See Area 1-1 for statistics.

**Area 3-32 – Captain's Room:** Read or paraphrase the following:

> *This room is wall-to- wall bookshelves with identical grey-bound books. In the center of the room is a long grey table with low benches around it, all built into the floor. Several grey-bound books are open on the table and you see the distinctive runes of the Cult in each one. There is an enormous chair draped with a rhinoceros hide at one end of the battered table.*

A special magical silence effect activates once the door is closed – once the room is sealed the deafening roar of nearby arteries is muted, but conversation within the room is not affected.

This is where Captain Burk and his staff work to plot their travels through space. Among the books in this room are journals of the travels of the Great Beast, including the names and locations of other civilizations the Cult has already visited, many volumes of star charts and navigational tomes, and the manifesto of the Cult of the Forgotten Word, which outlines their plan to steal learning from the rest of the



William Kwan tO de #4 / 100 14

civilized universe.

The organization of the books in this room is arbitrary: the genius captain knows where everything goes because he put it there, but it is difficult to find specific information by searching the volumes.

**Area 3-33 – Guard Room (EL 20):** Read or paraphrase the following:

*There are three construct guards here standing before a door on the tailward wall. They have the hideous faces of demonic cockroaches and chitinous armor. The sound does not subside at all as you enter this room – it sounds as if you stand beneath the world's largest waterfall.*

This room has the same deafening noise as area 3-31, and characters are effectively deafened as long as they remain here. The guards attack the characters unless they are escorted by cult members.

**Avatar Guardians (3):** See area 3-18 for full statistics.

**Area 3-34 – Teleport Junction:** Read or paraphrase the following:

*As you enter this room you see two obelisks, one black and one gold. Other than their colors they appear to be like the others that you have seen in other areas. The room is otherwise empty.*

These obelisks are part of the cult's teleportation network (see page 19).

**Area 3-35 – Heart Chamber (EL 26):** Read or paraphrase the following:

*You teleport into a bizarre animated chamber. There is a massive booming, so loud it vibrates your teeth in your head. The room has a permeating metallic smell, like raw iron ore. As you watch, the walls jump in a violent syncopated rhythm. Four complicated buttresses, designed to give and sway with the walls' movements while preventing them from collapsing, are strategically placed around the room. You intuit that you are very close to the colossal beating heart of the Great Beast.*

*In the center of this room is a thousand-gallon steel vat, a huge cylinder on a four foot steel slatted base. A line of enormous cult runes is stamped into its side. There is a rickety ladder leaning up against it.*

*A steel pipe with a massive plunger apparatus is joined to the side of the huge vat. The pipe goes directly into the shifting wall.*

*Here in the room with you are two terrifying demons. Each is wreathed in flames, with huge bat-like wings and whip-like tails. They wear thick chains around their scaly necks.*

The two creatures are Alackasha and Rezapyros, two powerful pit fiends forced into servitude by the Cult of the Forgotten Word. If the chains around their necks are destroyed or removed, the enchantment that binds them to the cult's service is broken and they are free to do as they please – and it would please them very much to slaughter the party that freed them. The charm that binds them also prevents them from summoning aid, and is likewise broken if their chains are destroyed or removed.

Alackasha and Rezapyros have specific orders – to slay the Great Beast when the cult deems it necessary. They will do so by forcing the very-difficult-to-move plunger down and opening a channel from the vat full of deadly poison into the Beast's heart. To depress the plunger takes three successful (not necessarily consecutive) DC 28 Strength checks. After the third successful check, the poison shoots down the pipe into the Great Beast's heart. The eons-old creature dies within 24 hours of the poison reaching its heart if it is not healed by magical means. Once the creature is dead, the dungeon quickly loses temperature – the entire creature becomes as cold as space within 12 hours, slaying every living thing within the beast that is not magically protected against cold and vacuum.

The line of runes on the vat translate to: BEST FOR ALL CONCERNED. The poison is a noxious distillation of the creature's own bile. Contact with the skin requires a DC 28 Fort save or the target loses 1d3 points of Constitution immediately, with secondary damage of an additional 1d3 Con possible every hour after that – roll a DC 28 Fort save every hour or lose 1d3 points of Con until death or a cure is found. If the poison is ingested the save DC increases to 34 and the Constitution damage increases to 1d4+1 points. While this poison is very toxic, it has a short shelf life – within 3 hours of its exposure to the air the toxic agent becomes inert.

**Alackasha & Rezapyros:** Advanced Pitfiend; CR 24; Large Outsider (Evil, Extraplanar, Lawful); HD 26d8+234; hp 369; Init +13; Spd 40 ft. (8 squares), fly 60 ft. (average); AC 41 (-1 size, +9 Dex, +23 natural) touch 18, flat-footed 32; Base Atk +26; Grp +44; Atk +*3 large flaming heavy flail* + 43 melee (2d8+24 plus 1d6 fire/19-20 x2) or claw +39 melee (2d8+14); Full Atk +*3 large flaming heavy flail* + 43/+38/+33/+28 melee (2d8+24 plus 1d6 fire/19-20 x2) and 2 wings +37 melee (2d6+7) and bite +37 melee (4d6+7 plus poison plus disease) and tail slap



William Kwan tO de #4 / 100 '4

+37 melee (2d8+7); or 2 claws +39 melee (2d8+14) and 2 wings +37 melee (2d6+7) and bite +37 melee (4d6+7 plus poison plus disease) and tail slap +37 melee (2d8+7); Space/Reach 10 ft./10 ft.; SA Constrict 2d8+26, disease, fear aura, improved grab, poison, spell-like abilities, summon devil; SQ Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 32, telepathy 100 ft.; AL LE; SV Fort +23, Ref +23, Will +24; Str 38, Dex 28, Con 28, Int 26, Wis 26, Cha 26.

*Skills and Feats:* Balance +15, Bluff +38, Climb +40, Concentration +34, Diplomacy +19, Disguise +34 (+36 acting), Hide +31, Intimidate +36, Jump +46, Knowledge (arcana) +34, Knowledge (nature) +15, Knowledge (the planes) +34, Knowledge (religion) +34, Listen +34, Move Silently +35, Search +34, Spellcraft +36, Spot +34, Survival +13 (+15 on other planes, +15 when tracking), Tumble +37; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (fireball), Weapon Focus (heavy flail)

*SA – Constrict (Ex):* Alackasha and Rezapyros deal 2d8+28 points of damage with a successful grapple check.

*Disease (Su):* A creature struck by either Alackasha's or Rezapyros's bite attack must succeed on a DC 32 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str).

*Fear Aura (Su):* Alackasha and Rezapyros can radiate a 20-foot-radius *fear* aura as a free action. A creature in the area must succeed on a DC 31 Will save or be affected as though by a *fear* spell (caster level 24th). A creature that successfully saves cannot be affected again by the same either pit fiend's aura for 24 hours. Other devils are immune to the aura.

*Improved Grab (Ex):* To use this ability, a pit fiend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

*Poison (Ex):* Injury, Fortitude DC 32, initial damage 1d6 Con, secondary damage death.

*Spell-Like Abilities:* At will - *blasphemy*, *create undead*, *fireball*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *magic circle against good*, *mass hold monster*, *persistent image*, *power word stun*, *unholy aura*; 1/day - *meteor swarm*. Caster level 24th, save DC = 18 plus spell level. Once per year a pit fiend can use *wish* as the spell (caster level 24th).

*Summon Devil (Sp):* Twice per day Alackasha and Rezapyros can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

*SQ – Regeneration (Ex):* Alackasha and Rezapyros take normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

*Possessions: +3 large flaming heavy flail.*

**Area 3-36 – The Cult of the Forgotten Word (EL 27):** Read or paraphrase the following:

> *The teleportation obelisk deposits you at the end of a long hall. You hear echoing voices chanting from somewhere ahead of you. The passageway ahead is dimly lit with the occasional wrought-iron candelabra hanging on chains from the ceiling. At the end you see a large room. Darkened figures, all wearing hooded robes and holding their arms to the ceiling, chant in a call and response: a single massive voice cries a phrase and the rest answer in unison.*

This is the main meeting hall for the Cult of the Forgotten Word. There are four candelabras hanging from the 30 foot tall ceilings in the main section of the room. The low lighting prevents the players from seeing the bizarre carvings depicting the enslavement of the universe and the rise of an insect cult unless they have their own light source.

From a half-moon pulpit, which juts from the port wall, Gefford Azimier, a vampire and founding cult member is speaking to ten cult guards, two of which



William Kwan (Order #47740074)

are vampires themselves, enslaved to the will of the veteran cultist. Azimier authored the nihilistic manifesto that first caught the attention of HWIFARM and empowered his skewed belief system. Azimier is an uncompromising fanatic, perfectly willing to sacrifice himself and the entire cult for the sake of his hatred of mankind and beliefs in the Cult's goals.

Gefford will consider an intrusion by the PCs a blasphemous affront to both the cult and its god, and will order the cultists to attack while he supports with spells. There are eight normal cult guards here as well as the two guards Gefford has turned into vampires. They will all rush to melee with the PCs, although the vampires will attempt to dominate at least one PC before joining combat.

While the cultists engage the PCs, Gefford will cast spells to aid them. He will begin with a *desecrate* spell to bolster his own abilities, and those of his spawn, and will follow with *prayer*, *aid*, and *summon monster VII*. He will then focus his spells on PCs, beginning with a targeted *dispel magic* against likely looking spell casters, and following up with spells such as *bestow curse*, *destruction*, *flame strike*, and *unholy blight*.

Before entering melee, Gefford will cast *unholy aura* and *divine power* upon himself, and then coordinate his attacks with the remaining cultists. Gefford will designate 3 points of his *+4 defending dagger* to his AC and will attempt to flank in order to gain sneak attack damage. He will not use his slam attack unless his is sure victory is at hand.

If the battle turns against Gefford and his cultists, he will use *ethereal jaunt* to escape and heal his injuries. Once healed, he may return to harangue the characters if an opportunity presents itself.

If Gefford is reduced to 0 hit points before he can escape, he will assume gaseous form and flee to his coffin, which lies below the pulpit. The coffin lies in a small hollow space beneath the floor, which is accessible only by a creature in gaseous form through a tiny hole.

There is a secret door in the tailward wall, which is relatively east to spot due to the trail of candle wax leading into the wall (Search DC 26). The door is locked (Open Lock DC 34) and trapped with a simple alarm mechanism (Disable Device DC 26). If the secret door is opened or breached before the trap is disabled an alarm goes off in the helm (area 3-31).

**Gefford Azimier:** Human Vampire Cleric 16/Rogue 8; CR 26; Medium Undead; HD 24d12; hp 216; Init +13; Spd 60 ft.; AC 36 (+9 Dex, +10 natural, +7 bracers), touch 26, flat-footed 36; Base Atk +17; Grp +22; Atk *+4 brilliant energy rapier* +31 melee (1d6+9/15-20 x2) or slam +26 melee (1d6+7 plus energy drain); Full Atk *+4 brilliant energy rapier* +29/+24/+19 melee (1d6+9/15-20 x2) and *+4 defending dagger* +28/+23 melee (1d4+6/19-20 x2) or slam +26 melee (1d6+7 plus energy drain); Space/Reach 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, dominate, energy drain, rebuke undead 4/day, sneak attack +4d6; SQ Alternate form, damage reduction 10/sliver and magic, darkvision 60 ft., evasion, fast healing 5, gaseous form, improved uncanny dodge, resistance to cold 10 and electricity 10, spider climb, trapfinding, trap sense +2, turn resistance +4, uncanny dodge, undead traits, vampire weaknesses; AL CE; SV Fort +13, Ref +22, Will +17; Str 20, Dex 28, Con –, Int 14, Wis 18, Cha 14.

*Skills and Feats:* Bluff +21, Climb +16, Concentration +16, Hide +30, Intimidate +15, Jump +32, Knowledge (arcana) +18, Knowledge (religion) +18, Listen +25, Move Silently +30, Perform (poetry) +12, Search +21, Sense Motive +13, Spellcraft +20, Spot +25, Tumble +24; Alertness*, Combat Expertise, Combat Reflexes*, Dodge*, Epic Speed, Improved Initiative*, Improved Critical (rapier), Improved Two Weapon Fighting, Lightning Reflexes*, Mobility, Run, Spring Attack, Two Weapon Fighting, Weapon Finesse, Weapon Focus (rapier).

*SA – Blood Drain (Ex):* Gefford Azimier can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Gefford Azimier gains 5 temporary hit points.

**Children of the Night (Su):* Vampires command the lesser creatures of the world and once per day Gefford Azimier can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

*Dominate (Su):* Gefford Azimier can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the Gefford Azimier must use a standard action, and those merely looking at him are not affected. Anyone he targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

*Create Spawn (Su):* A humanoid or monstrous humanoid slain by a Gefford Azimier's energy drain rises as a vampire spawn 1d4 days after burial.

If Gefford Azimier instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of Gefford Azimier



William Kwan tO de #4 / 100 '1

and remains enslaved until its master's destruction. At any given Gefford Azimier may have enslaved spawn totaling no more than 48 Hit Dice; any spawn he creates that would exceed this limit are created as free-willed vampires or vampire spawn.

*Energy Drain (Su):* Living creatures hit by Gefford Azimier's slam attack gain two negative levels. For each negative level bestowed, Gefford Azimier gains 5 temporary hit points. He can use his energy drain ability once per round.

*SQ – Alternate Form (Su):* Gefford Azimier can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that Gefford Azimier does not regain hit points for changing form and must choose from among the forms mentioned here. While in his alternate form, Gefford Azimier loses his natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of his new form. He can remain in that form until he assumes another or until the next sunrise.

*Fast Healing (Ex):* Gefford Azimier heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. Any additional damage dealt Gefford Azimier while in gaseous form has no effect. Once at rest in his coffin, Gefford Azimier is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

*Gaseous Form (Su):* As a standard action, Gefford Azimier can assume *gaseous form* at will as the spell (caster level 5th), but he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

*Spider Climb (Ex):* Gefford Azimier can climb sheer surfaces as though with a *spider climb* spell.

*Spells (6/6+1/6+1/6+1/5+1/4+1/3+1/3+1/2+1, DC 14 + spell level):* 0 – *cure minor wounds*, *detect magic (2)*, *guidance*, *light*, *read magic*; 1st – *cause fear*, *command*, *cure light wounds*, *doom*, *protection from good**, *sanctuary*, *shield of faith*; 2nd – *aid*, *cure moderate wounds*, *deeper darkness*, *desecrate*, *hold person*, *silence*, *sound burst*, *touch of idiocy**; 3rd – *bestow curse*, *cure serious wounds*, *dispel magic*, *explosive runes**, *prayer*, *wind wall*; 4th – *cure critical wounds*, *divine power*, *freedom of movement*, *poison*, *spell immunity*, *unholy blight**; 5th – *dispel good*, *feeblemind**, *flame strike*, *greater command*, *slay living*; 6th – *create undead**, *greater dispel magic*, *harm*, *heal*; 7th – *blasphemy**, *destruction*, *ethereal jaunt*, *summon monster VII*; 8th – *fire storm*, *symbol of death*, *unholy aura**.

*Domains:* Anti-Literacy (*touch of ignorance* 1/day), Evil (cast evil spells at 17th caster level)

*Possessions: +4 brilliant energy rapier*, *+4 defending dagger*, *bracers of armor +7*, *amulet of natural armor +4*, *gloves of dexterity +6*, *cloak of arachnida*, *cube of force*, symbol of HWIFARM, 3 vials unholy water.

**Vampiric Cult Guards (2):** Male Vampire Human Cleric 5/Fighter 12; CR 19; Medium Undead; HD 17d12; hp 143; Init +5; Spd 20 ft.; AC 34 (+1 Dex, +6 natural, +11 armor, +4 shield, +2 ring), touch 13, flat-footed 33; Base Atk +15; Grp +22; Atk +*3 keen flaming scimitar* +26 melee (1d6+12 plus 1d6 fire/15-20 x2) or slam +22 melee (1d6+7 plus energy drain) or +*2 heavy crossbow* +20 ranged (1d10+2/19-20 x2); Full Atk +*3 keen flaming scimitar* +26/+21/+16 melee (1d6+12 plus 1d6 fire/15-20 x2) or slam +22 melee (1d6+7 plus energy drain) or +*2 heavy crossbow* +20 ranged (1d10+2/19-20 x2); Space/Reach 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, dominate, energy drain, rebuke undead 4/day; SQ Alternate form, damage reduction 10/sliver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, turn resistance +4, undead traits, vampire weaknesses; AL NE; SV Fort +12, Ref +10, Will +13; Str 24, Dex 16, Con –, Int 12, Wis 16, Cha 12.

*Skills and Feats:* Bluff +9, Climb +14*, Concentration +8, Hide +6*, Intimidate +13, Jump +14*, Knowledge (religion) +9, Listen +13, Move Silently +6*, Search +9, Sense Motive +11, Spellcraft +9, Spot +13; Alertness*, Blind Fight, Cleave, Combat Casting, Combat Reflexes*, Dodge*, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Reload, Weapon Focus (scimitar), Weapon Specialization (scimitar),

*Includes –5 armor check penalty

*Cleric Spells (5/4+1/3+1/3+1; DC = 13 + spell level):* 0 – *cure minor wounds*, *detect magic*, *guidance*, *light*, *read magic*; 1st – *divine favor*, *doom*, *erase**, *protection from good*, *shield of faith*; 2nd – *bull's strength*, *resist energy*, *silence*, *touch of idiocy**; 3rd – *dispel magic*, *magic circle against good**, *magic vestment*, *prayer*.

*SA* – See stats above for Gefford Azimier.

*SQ* – See stats above for Gefford Azimier.

*Domains:* Anti-Literacy (*touch of ignorance* 1/day), Evil (cast evils spells at +1 caster level)

*Possessions: +3 full plate*, *+3 light steel shield*, *+3 keen flaming scimitar*, *+2 heavy crossbow*, 50 *+2 bolts*, *ring of protection +2*, *gauntlets of ogre power*, *potion of cure serious wounds (2)*, *potion of bull's strength*, masterwork manacles.

**Cult Guards (8):** See Area 1-1 for full statistics.

**Alarm Trap:** CR 3; magic device; touch trigger



William Kwan (O ge #4 / 100 '1

(attached); automatic reset; spell effect (*alarm* spell set off in area 3-31); Search DC 26; Disable Device DC 26.

**Area 3-37 – Azimier's Sanctum:** Read or paraphrase the following:

> *This is a darkened office with a marble desktop supported by short towers that seem to be made of fused human bone. A wrought-iron candelabra hangs over the desk, its candles glowing with magical flame. The four walls are bookshelves, each filed with identical grey bound volumes. A long series of cult runes is carved into the wall behind the desk.*

Translated, the runes on the wall behind the desk read: THE MASSES SHALL FORGET LUMINOSITY AND CHOICE.

There are three drawers set into the back side of the desk, each one combination-locked (Open Lock DC 38, 40, 44, top to bottom).

The top drawer holds parchment and ink, including several hand-written papers. One of these details the cult's next three targets: two libraries in far-off reaches of your campaign world and the Oxfield Traveler's Rest.

The second drawer has twelve potions: Six *cure serious wounds* plus *invisibility*, *resist energy* (cold, 20 points), *resist energy* (electricity, 20 points), *greater magic fang (+5)*, *displacement* and *water breathing*.

The third drawer has a strange collections of writings in the Common tongue – there are stacks and stacks of very accomplished love poetry, several letters from young women (the common theme seems to be rejection and romantic dismissal), and a long scroll containing hundreds of names, half of which have been crossed out. The vast majority of names listed are women, but there are a few men including Headmaster Beaulibra of the Westphalen School and some of the institute's more formidable teachers.

**Area 3-38 – The Great Egg:** Read or paraphrase the following:

> *The only thing in this room is single massive egg, by far the largest one you have seen. Its smooth bulk takes up almost the entire room, its crown nearly touching the ceiling. You see the seam of a hatch as wide as a barn door. This room is otherwise empty.*

This egg is used to transport cultists back and forth from their secret bases on several worlds around the universe. When the hatch opens it becomes a ramp leading up to the base platform of the egg, twenty feet above its lowest point. It can hold up to 20 cultists and gear may be stowed in the bottom of the egg by passing it down through a 4-foot-wide circular opening in the center of the egg. There is also a loft, twelve feet above the main surface, where an additional 15 men and extra gear can be stowed. The loft is reached through a 3-foot-wide circle in the ceiling, which is set off-center near one of the egg's walls.

If a user with a Talisman of the Great Beast commands the egg to travel, it instantly teleports outside of the ship and begins its journey. It moves twice as fast as normal eggs (making the return trip to the characters' home world in less than five days).

**Area 3-39 – Secret Command Center (EL 19):** Read or paraphrase the following:

> *This room is a small workstation with a chair shaped like a scooped-out egg on a tripod before a sort of desk covered in knobs, switches and flashing lights. Standing against the wall is an intimidating construct with scythe-like blades jutting from every joint and extremity. The thing merely stands at attention as you peer at it through the door. The construct is flanked by tall iron candelabras, each holding a dozen flickering candles.*

This is the secret command center, which can control all the functions that the helm can except for steering and movement. The instrument panel is inert until the command phrase is given ("bibliophobe"). Only Azimier, Rumatugtug, Zabator, and High Priestess Maligance know the password.

The construct is a powerful variant of the shield guardian known as a dread guardian. Maligance created this dread guardian and she keeps its controlling amulet with her at all times. She has given it orders to attack anyone who sits in the chair or molests the instrument panel without first giving the password.

The dread guardian attacks fearlessly and mindlessly, flailing about with its great fists. It will cast the *inflict critical wounds* stored within its body in the first round of combat, combining the spell with a slam attack.

The PCs may have already encountered the dread guardian if they have confronted Maligance. In this case, the room will be empty.

**Dread Guardian:** Advanced Shield Guardian War Machine CR 19; Huge Construct; HD 45d10+40; hp 333; Init +3; Spd 80 ft.; AC 35 (-2 size, +3 Dex, +24 natural) touch 11, flat-footed 32; Base Atk +34; Grp +55; Atk slam +45 melee (4d6+13); Full Atk 2 slams



William Kwan rOrde #4 / 100 14

+45 melee (4d6+13); Space/Reach 15 ft./15 ft.; SA Body blades, enlarged attacks, sprint; SQ Construct traits, darkvision 60 ft., fast healing 5, find master, guard, hardness 10, immunity to electricity, low-light vision, resistance to acid 10, cold 10, and fire 10, shield other, spell storing; AL N; SV Fort +15, Ref +18, Will +17; Str 36, Dex 16, Con —, Int —, Wis 14, Cha 1.

*Skills and Feats:* Balance +13, Climb +23, Jump +43, Listen +12, Spot +12, Tumble +13; –

*SA – Body Blades (Ex):* Sharp spikes and blades cover the body of a dread guardian. When a creature attacks a dread guardian with natural or handheld weapons, the attacker takes 1d8 points of piercing and slashing damage. Incorporeal creatures and creatures using reach weapons do not suffer this damage. In addition a dread guardian deals 1d8 points of piercing and slashing damage to a grappled opponent on each successful grapple check.

*Enlarged Attacks (Ex):* A dread guardian's attacks deal damage as if it were a colossal creature.

*Sprint (Ex):* Once per hour a dread guardian can move up to ten times its normal speed when it charges.

*SQ – Find Master (Su):* As long as a dread guardian and its amulet are on the same plane, the dread guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

*Guard (Ex):* If ordered to do so, a dread guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a -2 penalty when the dread guardian is adjacent to its master.

*Hardness (Ex):* A dread guardian has a hardness of 10. This functions like object hardness, even though a dread guardian is not an object.

*Shield Other (Sp):* The wearer of a dread guardian's amulet can activate this defensive ability if within 100 feet of the dread guardian. Just as the spell of the same name, this ability transfers to the dread guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

*Spell Storing (Sp):* A dread guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. This dread guardian can cast the spell *inflict critical wounds* (4d8+20).

**Area 3-40 – Prison Wing (EL 18):** Read or paraphrase the following:

> *The obelisk drops you off in the middle of a wide hallway. There are two of the cult's construct guards standing at attention at the port wall, facing you as you exit.*

The obelisk is, of course, part of the compound's teleportation network (see page 19).

The two guards attack any unescorted strangers who pass through the obelisk.

**Sacrificial Guardians (2):** See area 1-3 for full statistics.

**Area 3-41 – Prison Trap (EL 10):** If any of the characters go within five feet of the door to either area 3-42 or 3-43, a magical barrier with the properties of a 30th level *forcecage* (barred cage) silently appears at the area designated on the map with dotted line.

The triggers for this trap are five-foot-wide magical abjuration effects that cannot be detected by mundane means: if magic is detected for, the area radiates a strong abjuration aura. If a party member has the ability to disarm the trap without breaking the *forcecage*, the Disable Device DC for the trap is 36 – this requires a spell such as *telekinesis* or the like that allows him to work from a distance. Once the trap is sprung it can only be disabled through magical means.

*Forcecage Trap:* CR 10; magic device; location trigger; automatic reset; spell effect (*forcecage*, 30th-level wizard), Search (can only be detected via a *detect magic* spell); Disable Device DC 32.

**Area 3-42 – Prison Octagon 1:** The door to this room is locked (Open Lock DC 48). The only keys to this lock are on the key rings of Zabator the Ranger (area 3-9), Myerlinda (area 3-24), Captain Burk (area 3-31), and the Jailer Noosem (area 3-46). There is an octagonal force wall window, 1 foot wide across at its longest point, that the characters can look through.

This small room has six translucent chambers in it, like octagon pillars of glass. Four of them have skeletons in them, either leaning on the wall or lying in a heap on the floor. One of them has an elderly human woman inside. The octagon is not wide enough for her to sit in and she seems to be asleep leaning against its face. She is wispy-haired, gaunt and appears sickly. Her robes hang in tatters. The walls are pale pink and otherwise featureless.

The prison octagons are all *force wall* type of effects – while they can be dispelled (caster level 30), they can not be bashed down. The prison octagon effect



William Kwan tO de #4 / 100 '4

is controlled by the iron gauntlet worn by Noosem the Jailer, and only works in the designated prison octagon rooms. Noosem can make the octagons as large or small as she likes (within the constraints of the room size, of course).

The woman is Enora Shelsville, retired former librarian of the Westphalen School. Stringent disciplinarian Shelsville was at Westphalen when Azimier was there and he has been torturing her continuously in his quest for the Praxis Tome – despite the fact that she obviously has no information regarding it. She is injured and in shock (currently 4 hit points out of 33), and if rescued she just wants to go home.

**Area 3-43 – Prison Octagon 2 (EL 23):** The door to this room is locked (Open Lock DC 48) and has an octagonal force wall window as with area 3-42.

There is one translucent chamber here, an eight-sided pillar filed with clear water. Other than that the small pale pink chamber is bare.

The octagon holds Sczee'zeeian, an infernal elder water elemental. Dread Sczee'zeeian is a lunatic nightmare beast that lives to deceive, kill and sow ruin. The cult has been saving it for a special occasion. It cannot be reasoned with, and if freed will simply seek to destroy everything it can get its foamy grip on. The fiend is extremely canny, and if it looks like there is no chance of the players unwittingly helping it escape, it may attempt to bluff its way out, pretending it's a benign creature that has been wrongly tortured and imprisoned.

**Sczee'zeeian:** Advanced Half-Fiend Gargantuan Water Elemental; CR 23; Gargantuan Outsider; HD 48d8+480; hp 730; Init +8; Spd 30 ft., swim 120 ft.; AC 28 (–4 size, +8 Dex, +14 natural) touch 14, flat-footed 20; Base Atk +36; Grp +65; Atk slam +49 melee (4d10+17/19–20); Full Atk 2 slams +49 melee (4d10+17/19–20); Space/Reach 20 ft./20 ft.; SA Water mastery, drench, vortex, smite good, spell-like abilities; SQ Damage reduction 10/– and 10/magic, darkvision 60 ft., elemental traits, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 35; AL CE; SV Fort +36, Ref +27, Will +20; Str 45, Dex 27, Con 30, Int 16, Wis 12, Cha 14.

*Skills and Feats:* Bluff +20, Concentration +30, Diplomacy +24, Hide +16, Intimidate +24, Knowledge (history) +23, Knowledge (the planes) +23, Listen +44, Move Silently +28, Search +23, Sense Motive +21, Spellcraft +20, Spot +43, Survival +21 (+23 following tracks); Alertness, Awesome Blow, Cleave, Combat Expertise, Combat reflexes, Dodge, Great Cleave, Improved Critical (slam), Improved Bull Rush, Improved Natural Weapon (slam), Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Mobility,

Power Attack, Spring Attack.

*SA – Water Mastery (Ex):* Sczee'zeeian gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, Sczee'zeeian takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

*Drench (Ex):* Sczee'zeeian 's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of Huge size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 48th).

Vortex (Su): Sczee'zeeian can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 24 rounds. In vortex form, Sczee'zeeian can move through the water or along the bottom at its swim speed. The vortex is 10 feet wide at the base, up to 40 feet wide at the top, and 10 to 60 feet tall. Sczee'zeeian controls the exact height, but it must be at least 10 feet.

Sczee'zeeian's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if Sczee'zeeian moves into or through the creature's space.

Creatures one or more size categories smaller than Sczee'zeeian might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save (DC 51) when it comes into contact with the vortex or take 2d8 points of damage. It must also succeed on a second Reflex



William Kwan (Orde #4 / 100 '4

save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful.

Creatures trapped in the vortex cannot move except to go where Sczee'zeeian carries them or to escape the vortex. Creatures caught in the vortex can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the vortex take a -4 penalty to Dexterity and a -2 penalty on attack rolls. Sczee'zeeian can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

Sczee'zeeian can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on Sczee'zeeian and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

When Sczee'zeeian is in vortex form it cannot make slam attacks and does not threaten the area around it.

*Smite Good (Su):* Once per day Sczee'zeeian can make a normal melee attack to deal 20 points of extra damage against a good foe.

*Spell-Like Abilities:* 3/day – *darkness*, *poison*, *unholy aura*; 1/day – *blasphemy*, *contagion*, *desecrate*, *destruction*, *horrid wilting*, *summon monster IX*, *unholy blight*, *unhallow*. Caster level 48th; save DC = 13 plus spell level.

**Area 3-44 – Prison Octagon 3:** The door to this room is locked (Open Lock DC 48) and has an octagonal force wall window as with area 3-42. Read or paraphrase the following:

*Looking through the window you see that this small chamber is completely bare.*

If the Cult ever manages to capture the characters, they will be imprisoned here while their fate is decided. Noosem the Jailer can create as many prison octagons as she likes in this space.

**Area 3-45 – Prison Octagon 4:** The door to this room is locked (Open Lock DC 48) and has an octagonal force wall window as with area 3-42. Read or paraphrase the following:

*This small chamber has one opaque pillar, narrow and eight-sided, and filled floor to ceiling with gold coins. It stands directly in the center of the room. The gold coins glitter like jellybeans in a jar.*

Noosem the Jailer was not able to bring her hoard here from her secret mountain cave lair. She felt so uncomfortable without treasure to guard that the Cult gave her some gold to play with. There are 66,897 gold pieces here, about half of which are from alien worlds and therefore may not be recognized as legal tender in the characters' homeworld (GM discretion). Noosem is foolishly fond of her borrowed hoard and will protect it at the cost of neglecting her other prison duties.

**Area 3-46 – Jailer's Desk (EL 24):** Read or paraphrase the following:

*As you round the corner you see a small desk and chair. A pale-skinned woman sits there, dressed in a rich but unflattering tunic of seafoam and lavender. She wears an incongruous heavy gauntlet on her left hand. She stands as you approach and puts her hands on her hips. An oversized ring of keys hangs from a loop on her apron.*

This is Noosem, the jailer of the Cult of the Forgotten Word. Noosem is a fierce but a simple green dragon *polymorphed* to appear human. Abbatordex has promised her a mountain of gold for her aid in guarding the prison. She attacks the characters as soon as she spots them. Noosem carries the keys to unlock the doors to all of the prison octagons (areas 3-42 to 3-45) and the mass teleportation chamber (area 3-47). She wears the octagon gauntlet in any form she takes.

## Minor Artifact: The Octagon Gauntlet

This heavy steel and leather glove allows the wielder to create octagon-shaped walls of force around objects in any of the designated prison octagon rooms. If the object in question is resisting, it can make a DC 22 Reflex save to avoid being captured. In addition, wearing the gauntlet allows the wielder to listen in on any prisoner in any prison octagon, as per *clairaudience*, at will with a range of the entire Great Beast complex. Its powers only work in the prison octagon cells in the Great Beast – outside of this it is powerless, although it does still radiate a strong abjuration aura. The user must gesture to use any of the octagon gauntlet's powers, and thus may be foiled by grappling, hold or paralysis effects, immobilization and the like.



W...n Kwan Quest #4, 7/00 14

**Noosem:** Great Wyrm Green Dragon; CR 24; Gargantuan Dragon (Air); HD 38d12+304; hp 591; Init +0; Spd 40 ft., fly 200 ft. (clumsy), swim 40 ft.; AC 43 (-4 size, +37 natural), touch 6, flat-footed 43; Base Atk +38; Grp +64; Atk bite +49 melee (4d8+14/19-20 x2); Full Atk bite +49 melee (4d8+14/19-20 x2) and 2 claws +48 melee (2d8+7) and 2 wings +48 melee (2d6+7) and tail slap +48 melee (2d8+21); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA Breath weapon, crush, devastating critical, frightful presence, snatch, spell-like abilities, spells, tail sweep; SQ Damage reduction 20/magic, dark-vision 120 ft., immunity to acid, sleep, and paralysis, low-light vision, spell resistance 30, water breathing; AL LE; SV Fort +29, Ref +21, Will +27; Str 39, Dex 10, Con 37, Int 22, Wis 23, Cha 22.

*Skills and Feats:* Bluff +18, Concentration +35, Diplomacy +32, Hide +20, Intimidate +30, Knowledge (arcana) +31, Knowledge (nature) +31, Listen +30, Move Silently +32, Search +28, Sense Motive +18, Spellcraft +30, Spot +30, Swim +44; Alertness, Cleave, Devastating Critical (Epic), Flyby Attack, Great Cleave, Hover, Improved Multi Attack, Improved Critical (bite), Improved Natural Attack (bite), Multiattack, Overwhelming Critical (Epic), Power Attack, Weapon Focus (bite).

*SA – Breath Weapon (Su):* 60 ft. cone, damage 24d6 acid, Reflex DC 37 half.

*Crush (Ex):* Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+21 points of bludgeoning damage, and must succeed on a DC 37 Reflex save or be pinned; grapple bonus +64.

*Devastating Critical (Ex):* Whenever Noosem scores a critical hit with her bite attack, the target must make an immediate Fortitude save (DC 43) or die instantly. If the fortitude save is successful the target still takes double damage from the bite plus an additional 1d6 points of damage due to the Overwhelming Critical feat.

*Frightful Presence (Ex):* 360 ft. radius, HD 38 or less, Will DC 35 negates.

*Snatch (Ex):* Grapple bonus +64; claw against creature of medium or smaller for 4d8+7/round, bite against Large or smaller for 4d8+14/round, or 8d8+28 if Noosem does not move; snatched creatures can be flung 120 ft. for 12d6 points of damage.

*Spell-like Abilities:* 3/day – dominate person, suggestion; 1/day – command plants, plant growth. Caster level 17th; Save DC 16 + spell level.

*Tail Sweep (Ex):* Half circle 30 ft. in diameter, Small or smaller opponents take 2d6+21 points of bludgeoning damage, Reflex DC 37 half.

*Spells:* As 17th level sorcerer.

*Spells Known (6/8/8/7/7/7/7/6/4; DC = 16 + spell level.):* 0 – *acid splash*, *arcane mark*, *detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *read magic*, *touch of fatigue*; 1st – *expeditious retreat*, *mage armor*, *magic missile*, *protection from good*, *true strike*; 2nd – *cat's grace*, *mirror image*, *spider climb*, *touch of idiocy*, *web*; 3rd – *displacement*, *haste*, *hold person*, *wind wall*; 4th – *bestow curse*, *enervation*, *polymorph*, *stoneskin*; 5th – *cloudkill*, *cone of cold*, *teleport*; 6th – *acid fog*, *disintegrate*, *greater dispel magic*; 7th – *delayed blast fireball*, *mass hold person*, *reverse gravity*; 8th – *horrid wilting*, *power word stun*.

*Possessions: Octagon gauntlet.*

**Area 3-47 – Mass Teleportation Chamber:** The entire wall from area 3-46 opens when the secret door is discovered (Search DC 25) and unlocked (Open Lock DC 34). Read or paraphrase the following:

*This is a huge chamber, at least 100 feet long on a side with the ceiling at least that tall. Its walls are pockmarked with dents and scratches. The walls glow with a soft ambient light so you can see far but not particularly clearly.*

The cultists can teleport interesting objects in space to this location. If the characters arrive on the Moonleaper, this will likely be the first room they come to. For characters who arrive in that manner, read them the introduction from the very beginning of Section 3 – The Great Beast (page 18) before reading them the following:

*There is a flash of light and then a massive crash. The entire inn seems to be falling apart around your ears. You hear massive timbers snapping like twigs and smashing glass. "We're all gonna die!" cries Professor Yegaa.*

Everyone on board the Moonleaper when it is transported to area 3-47 must make a DC 20 Reflex save to avoid taking 5d6 damage from the impact. The Moonleaper will be ruined and the apparatus that created its force bubble will be destroyed beyond repair. Characters will likely have to crawl out of the rubble of the ruined Oxfield Traveler's Rest, which may have its own hazards (GM's discretion, naturally).

The Cult noticed the Traveler's Rest when it was a long way off and decided to teleport it aboard. They are not treating it as a security risk yet. If the players do nothing for an hour, the two efreeti from area 3-23 come seeking materials they can use in the forge, and they bring Noosem the Jailer along with them.

The characters have a difficult time keeping Professor Yeega from immediately setting out to explore the Great Beast on his own once they arrive. He is so excited to have actually arrived that he neglects to consider small matters like his safety and freedom. If he leaves on his own he will immediately be caught by Noosem the Jailer and placed in a prison octagon in area 3-44.



William Kwan (O.de #4 / 100 '1

# Appendix 1: New Monsters

## SACRIFICIAL GUARDIAN

Sacrificial guardians are the tragic victims of the Cult of the Forgotten Word's mad schemes. The Cult recruits sad individuals from destitute situations, brainwashes them with their personal vision of a world ruled by an intellectual elite, and then convinces them to drown themselves in the spawning pool. The spawning pool is a magical mixture of natural and alchemical fluids made from the living eggs of the Great Beast. Foolish individuals who willingly sacrifice themselves in the spawning pool rise three days later as sacrificial guardians.

The typical sacrificial guardian is a fighter or other melee oriented class recruited by the Cult of the Forgotten Word. Most are human, but other types of humanoids, even giants, are not unheard of. Each applicant enters the spawning pool wearing specially prepared full plate and carrying a favored light or one-handed melee weapon. The spawning pool grafts the armor to the sacrificial guardian's body, changing its chemical makeup so that it resembles a thick chitinous carapace akin to the shell of a turtle. The sacrificial guardian's weapon is also grafted to his body, replacing his right arm from the elbow down. The weapon retains whatever enchantment bonuses it had before the transformation, although the Cult of the Forgotten Word will often provide a would be sacrificial guardian with a suitable sidearm if the applicant does not have one, typically a *+3 scimitar* or *+3 longsword* with either the *flaming* or *shock* special ability.

What emerges from the spawning pool looks more beetle than man, a hunched humanoid girded in a thick carapace, like the shell of a turtle, with sickly yellow flesh showing through the gaps in its armor. But, without doubt, the most disturbing quality of the sacrificial guardian are its empty white eyes, devoid of passion or mercy, which peer out from behind a natural helmet of bone and chitin, giving its head the appearance of a fiendish visored knight.

### Creating A Sacrificial Guardian

"Sacrificial Guardian" is an acquired template that can be added to any humanoid, monstrous humanoid or giant of Medium size or larger with a least 8 hit dice or levels. A sacrificial guardian uses all the base creature's statistics and special abilities except as noted here.

**Size and Type:** The creature's type changes to aberration; do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged.

**Armor Class:** Natural armor improves by +15, but because of the sacrificial guardian's heavy carapace, it cannot wear any additional armor. It can, however, still use a shield in its off hand or any magical devices that boost AC.

**Special Attacks:** A sacrificial guardian retains all the special attacks of the base creature and also gains the following special abilities.

*Mind Robber (Ex):* A sacrificial guardian's weapon deals 1 point of Intelligence damage, in addition to normal weapon damage, with each successful attack. A creature reduced to 0 Intelligence in this manner has been drained of all intellect, and becomes completely comatose and unable to act. Intelligence damage heals at the rate of 1 point per day.

*Breath of Ignorance (Su):* 1/day a sacrificial guardian can breathe out a 10 ft cube of stupefying gas. Intelligent creatures caught in the cloud must make a successful Fortitude saving throw (DC 10 + sacrificial guardian's hit dice + sacrificial guardian's Constitution modifier) or suffer effects identical to that of a *feeblemind* spell.

**Special Qualities:** A sacrificial guardian has all the special qualities of the base creature, plus the following special qualities.

*Damage Reduction (Ex):* The incredibly tough body of a sacrificial guardian grants it 10/– damage reduction.

*Empty Mind (Ex):* A sacrificial guardian is immune to all mind-affecting spells and effects.

*Perfect Health (Ex):* A sacrificial guardian is immune to all diseases, including magical diseases such as mummy rot or lycanthropy. In addition, a sacrificial guardian has achieved physical perfection through the powerful magical process that created it. As such, all sacrificial guardians receive maximum hit points per hit die.

*Resistances (Ex):* A sacrificial guardian gains acid and fire resistance 10.

*Spell Resistance (Ex):* A sacrificial guardian gains spell resistance equal to Hit Dice + 15.

*Thrall of He Who Is Fear and Righteous Might (Su):* A sacrificial guardian is utterly devoted to the will of the He Who Is Fear and Righteous Might and will follow the directions of its priests and cultists without question, even if doing so means certain destruction.

**Skills:** Sacrificial guardians gain a +8 racial bonus on



William Kwan tO de #4 / 100 14

Listen and Spot Checks.

**Feats:** Sacrificial guardians receive Alertness as a bonus feat.

**Abilities:** Increase from the base creature as follows: Str +12, Con +10, Int -4, Cha -4.

**Challenge Rating:** +4

**Alignment:** Always Neutral

**Level Adjustment:** Same as base creature +8.

## AVATAR GUARDIANS

To help defeat their enemies, the Lord of the Dark Mercantile has imbued certain sacrificial guardians with extra powers and abilities. These avatar guardians have the ability to survive the cold vacuum of space and are often used when trouble arises on the surface of the great beast itself. In appearance, avatar guardians are far more insectile than sacrificial guardians, with multi-jointed limbs and two long antennae which sprout from the top of their chitinous heads. Avatar guardians have the following additional abilities:

**Special Qualities:**

*Hypersensitive (Ex):* An avatar guardian's incredibly sensitive antennae grant it blindsight out to 60 ft. In addition, the antennae allow the avatar guardian a limited form of all-around vision, so that it can no longer be flanked.

*Immunity to Cold (Ex):* An avatar guardian is immune to cold.

*Resistances (Ex):* An avatar guardian gains acid and fire resistance 20.

*Spider Climb (Su):* An avatar guardian can use a special form of the *spider climb* spell at will, which allows it to move at its regular speed, and requires only its feet or hands to be in contact with a surface.

*Vacuum Spawn (Ex):* Avatar guardians are fully at home in a vacuum. They are immune to the damaging effects of vacuum and gain a +6 bonus to Dexterity-based skill checks in any weightless environment. In addition, their natural connection to the Great Beast allow them to walk on its surface as if they were in an area with natural gravity.

**Abilities:** Increase from the base creature as follows: Str +12, Dex +4, Con +10, Int –4, Cha -4

**Challenge Rating:** +5

**Alignment:** Always Neutral

**Level Adjustment:** Same as base creature +9.

## Sample Sacrificial Guardian

*This hulking humanoid is completely sheathed in thick chitinous armor etched with organic looking patterns like the shell of a turtle. Its right arm terminates in a three-foot curved blade below the elbow, and sparks of arcane energy trace their way through the intricate etching on its armor. It regards you with a cold emotionless gaze, and lifts its sword-arm threateningly, which suddenly springs to life with guttering green flames.*

Here is an example of a typical sacrificial guardian, which uses a 12th level human fighter as the base creature.

**Medium Humanoid**

| | |
|---|---|
| **Hit Dice:** | 12d10+94 (204 hp) |
| **Initiative:** | +6 (+2 Dex, +4 Improved Initiative) |
| **Speed:** | 30 ft. (6 squares) |
| **Armor Class:** | 29 (+2 Dex, +15 natural, +2 shield), touch 12, flat-footed 27 |
| **BAB/Grapple:** | +12/+20 |
| **Attack:** | *+3 flaming scimitar* +25 melee (1d6+15 plus 1d6 fire plus 1 point Int damage/15-20 x2) |
| **Full Attack:** | *+3 flaming scimitar* +25/+20/+15 melee (1d6+15 plus 1d6 fire plus 1 point Int damage/15-20 x2) |
| **Space/Reach:** | 5 ft./5 ft. |
| **Special Attacks:** | Breath of ignorance, mind robber |
| **Special Qualities:** | Empty mind, damage reduction 10/–, perfect health, resistance to acid 10 and fire 10, spell resistance 27, thrall of He Who is Fear and |



William Kwan tO de #4 / 100 '14

| | |
|---|---|
| | Righteous Might |
| **Saves:** | Fort +15, Ref +8, Will +5 |
| **Abilities:** | Str 26, Dex 14, Con 25, Int 06, Wis 12, Cha 04 |
| **Skills:** | Climb +18, Jump +19, Intimidate +7, Listen +17, Spot +17 |
| **Feats:** | Alertness*, Cleave, Great Cleave, Greater Weapon Focus (scimitar), Greater Weapon Specialization (scimitar), Improved Bullrush, Improved Critical (scimitar), Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar) |
| **Environment:** | Any |
| **Organization:** | Solitary, Pair or Team (3-10) |
| **Challenge Rating:** | 16 |
| **Treasure:** | None |
| **Alignment:** | Neutral |
| **Advancement:** | – |
| **Level Adjustment:** | – |

## COMBAT

Although greatly reduced in both intellect and force of personality, sacrificial guardians retain the battle prowess they possessed before their transformation. They will use their skills and abilities to the greatest possible benefit, although they often lack the intelligence to formulate complicated plans of action. Most often, sacrificial guardians will be following the directives of a cleric or cult member of He Who is Fear and Righteous Might, and in this they are far better than mindless undead and automatons, being able to understand complex instruction. In battle they are fearless, having no concern for their own safety, and are often used as cannon fodder by followers of He Who is Fear and Righteous Might.

**Mind Robber (Ex):** A sacrificial guardian's weapon deals 1 point of Intelligence damage, in addition to normal weapon damage, with each successful attack. A creature reduced to 0 Intelligence in this manner has been drained of all intellect, and becomes completely comatose and unable to act. Intelligence damage heals at the rate of 1 point per day.

**Breath of Ignorance (Su):** 1/day a sacrificial guardian can breathe out a 10 ft cube of stupefying gas. Intelligent creatures caught in the cloud must make a successful Fortitude saving throw (DC 23) or suffer effects identical to that of a *feeblemind* spell.

# Appendix 2: Pregenerated Characters

## Hyacinth Lousto

Female Elf Ranger 23; CR 23; Medium Humanoid; HD 23d8+81; hp 243; Init +12; Spd 60 ft.; AC 35 (+6 Dex, +4 natural, +11 armor, +4 ring), touch 20, flat-footed 29; Base Atk +22; Grp +26; Atk *+5 speed icy burst mighty composite longbow [+4]* +37 ranged (1d8+10 plus 1d6 frost/19-20 x3); or *+5 speed icy burst mighty composite longbow [+4]* +27 ranged (5d8+50 plus 5d6 frost/19-20 x3); or *+3 brilliant energy longsword* +29 melee (1d8+7/19-20 x2); Full Atk *+5 speed icy burst mighty composite longbow [+4]* +37/+37/+32/+27/+22 ranged (1d8+10 plus 1d6 frost/19-20 x3); or *+5 speed icy burst mighty composite longbow [+4]* +35/+35/+35/+30/+25/+20 ranged (1d8+10 plus 1d6 frost/19-20 x3); or *+5 speed icy burst mighty composite longbow [+4]* +27 ranged (5d8+50 plus 5d6 frost/19-20 x3); or *+3 brilliant energy longsword* +27/+22/+17/+12 melee (1d8+7/19-20 x2) and *+3 brilliant energy shortsword* +27/+22 melee (1d6+5/19-20 x2); Space/Reach 5 ft./5 ft.; SA –; SQ Animal companion, combat style, camouflage, elf traits, evasion, favored enemy goblinoids +6, favored enemy dragons +4, favored evil outsiders +2, favored enemy giants +2, favored enemy aberrations +2, hide in plain sight, swift tracker, wild empathy, woodland stride; AL CG; SV Fort +14, Ref +21, Will +9; Str 18, Dex 26, Con 12, Int 14, Wis 14, Cha 12.

*Skills and Feats:* Climb +39, Handle Animal +20, Heal +12, Hide +37, Jump +47, Knowledge (nature) +19, Listen +23, Move Silently +37, Ride +25, Search +21, Spot +23, Survival +26 (+28 when following tracks, +28 in above ground natural surroundings); Bane of Enemies (Epic), Far Shot, Improved Critical (mighty composite longbow), Improved Initiative, Improved Manyshot (Epic), Improved Two Weapon Fighting, Point Blank Shot, Improved Precise Shot*, Many Shot*, Rapid Shot*, Two Weapon Fighting

*Animal Companion (Ex):* Hyacinth has a dire wolverine name Snagger as an animal companion.

*Combat Style (Ex):* Hyacinth has chosen archery for her combat style, and receives Rapid Shot, Many Shot and Improved Precise Shot as bonus feats.

*Camouflage (Ex):* Hyacinth can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

*Evasion (Ex):* Hyacinth can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if Hyacinth is wearing light armor or no armor.

*Favored Enemy (Ex):* Hyacinth gains a +8 bonus on



W...n Knight Ode #4 /100 '14

Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against goblinoids. Likewise, she gets a +8 bonus on weapon damage rolls against goblinoids. She receives lesser bonuses against dragons, evil outsiders, giants, and aberrations.

*Hide in Plain Sight (Ex):* While in any sort of natural terrain, Hyacinth can use the Hide skill even while being observed.

*Swift Tracker (Ex):* Hyacinth can move at his normal speed while following tracks without taking the normal -5 penalty. She takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

*Wild Empathy (Ex):* Hyacinth can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. Hyacinth rolls 1d20 and adds her ranger level and her Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

*Woodland Stride (Ex):* Hyacinth may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect her.

*Ranger Spells* (4/4/3/3; Save DC = 12 plus spells level): 1st - *entangle, jump, longstrider, resist energy*; 2nd - *barkskin, cat's grace, cure light wounds, wind wall*; 3rd - *cure moderate wounds, greater magic fang, repel vermin*; 4th - *animal growth, cure serious wounds, freedom of movement.*

*Possessions: +5 speed icy burst mighty composite longbow [+4], +3 brilliant energy longsword, +3 brilliant energy shortsword*, 50 *+1 holy arrows*, 50 *+1 flaming burst arrows, +7 greater shadowed greater silent moves mithral chain shirt, helm of brilliance, boots of swiftness, belt of giant strength +4, ring of improved jumping, ring of protection +4, amulet of natural armor +4, greater bracers of archery, bag of holding type IV.*

**Snagger:** Male Dire Wolverine; CR –; Large Animal; HD 7d8+35; hp 71; Init +4; Spd 30 ft., climb 10 ft.; AC 19 (–1 size, +4 Dex, +6 natural), touch 13, flat-footed 15; Base Atk +5; Grp +15; Atk Claw +10 melee (1d6+6): Full Atk 2 claws +10 melee (1d6+6) and bite +8 melee (1d8+3); Space/Reach 10 ft./5 ft.; SA Rage; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +8, Ref +9, Will +6; Str 23, Dex 20, Con 19, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Climb +14, Listen +8, Spot +8; Alertness, Multiattack, Toughness, Track*

*SA – Rage (Ex):* A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

*SQ – Evasion (Ex):* If Snagger is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage if he makes a successful saving throw.

*Link (Ex):* Hyacinth may handle Snagger as a free action, or push him as a move action. Hyacinth gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Snagger.

*Share Spells:* At Hyacinth's option, she may have any spell (but not any spell-like ability) she casts on herself also affect Snagger. The dire wolverine must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting Snagger if she moves farther than 5 feet away and will not affect him again even if the he returns to Hyacinth before the duration expires. Additionally, Hyacinth may cast a spell with a target of "You" on Snagger (as a touch range spell) instead of on himself. Hyacinth and Snagger can share spells even if the spells normally do not affect creatures of the Snagger's type (animal).

**Epic Equipment**

*Boots of Swiftness:* These shoes grant their wearer a +6 enhancement bonus to Dexterity. The wearer's speed doubles (this does not stack with any magical or supernatural enhancement to speed), he or she gains the evasion ability (as the rogue class feature), and the wearer's jumping distance is not limited by his or her height. The wearer gains a +20 competence bonus on Balance, Climb, Jump, and Tumble checks. Three times per day, the wearer can utter a command word to activate the boots' *haste* power (as the *haste* spell, lasts 20 rounds).

## Gilmore Barrelhouse

Male Human Fighter 23; CR 23; Medium Humanoid; HD 23d10+138; hp 288; Init +6; Spd 20 ft.; AC 37 (+2 Dex, +13 armor, +7 shield, +5 ring), touch 17, flat-footed 35; Base Atk +22; Grp +29; Atk *+5 speed icy burst bastard sword* +38 melee (1d10+20 plus 1d6 frost/17-20 x2) or *+4 shocking burst mighty composite longbow [+4]* +28 ranged (1d8+8 plus 1d6 shock/x3); Full Atk *+5 speed icy burst bastard sword* +38/+38/+33/+28/+23 melee (1d10+20 plus 1d6 frost/ 17-20 x2) or *+4 shocking burst mighty composite longbow [+4]* +28/+23/+18/+13 ranged (1d8+8 plus 1d6 shock/x3); Space/Reach 5 ft./5 ft.; SA –; SQ Fast healing 3; AL NG; SV Fort +24, Ref +14, Will +15; Str 24, Dex 14, Con 22, Int 13, Wis 12, Cha 10.

*Skills and Feats:* Climb +25*, Craft (weaponsmith) +11, Handle Animal +10, Intimidate +20, Jump +25*, Ride +12, Swim +13*; Blind Fight, Cleave, Combat Expertise, Dire Charge (Epic), Epic Weapon Focus (bas-



William Kwan tO de #4 / 100 14

tard sword), Epic Weapon Specialization (bastard sword), Great Cleave, Greater Weapon Focus (bastard sword), Greater Improved Critical (bastard sword), Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Iron Will, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (mighty composite longbow), Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

*Includes -4 armor check penalty.

*Possessions: +5 speed icy burst bastard sword, +4 shocking burst mighty composite longbow [+4], +5 mithral heavy fortification full plate, +5 mithral arrow deflecting heavy steel shield, belt of epic strength +8, amulet of health +6, ring of rapid healing, ring of protection +5, cloak of resistance +5, goggles of night*, 5 potions of *cure serious wounds*, backpack, 50' rope + grapple, 2 weeks rations, water skin, masterwork longbow, 50 masterwork arrows, quiver, 3 iron spikes, mallet.

**Epic Equipment**

*Ring of Rapid Healing*: This ring grants a living wearer fast healing 3. It must be worn for 24 hours before its powers activate, and if removed it will not function again until it has been worn for 24 hours by the same individual.

## Hargash Madaxe

Male Half-Orc Barbarian 23; CR 23; Medium Humanoid; HD 23d12+92; hp 301; Init +3; Spd 40 ft.; AC 32 (+3 Dex, +5 natural, +11 armor, +3 ring), touch 16, flat-footed 32; Base Atk +22; Grp +31; Atk *+5 vorpal greataxe* +36 melee (1d12+18/19-20 x3) or *+3 distance returning hand axe* +28 ranged (1d6+12/x3); Full Atk *+5 vorpal greataxe* +36/+31/+26/+21 melee (1d12+18/19-20 x3) or *+3 distance returning hand axe* +28/+23/+18/+13 ranged (1d6+12/x3); Space/Reach 5 ft./5 ft.; SA –; SQ Damage reduction 8/–, improved uncanny dodge, indomitable will, mighty rage, rage 6/day, tireless rage, trap sense +7, uncanny dodge; AL CG; SV Fort +21, Ref +14, Will +12; Str 28, Dex 17, Con 18, Int 10, Wis 12, Cha 08.

*Skills and Feats:* Climb +26*, Handle Animal +5, Intimidate +25, Jump +39*, Listen +13, Survival +21; Cleave, Great Cleave, Improved Critical (greataxe), Iron Will, Point Blank Shot, Precise Shot, Power Attack, Quick draw, Terrifying Rage (Epic).

*Includes –3 armor check penalty

*SQ – Improved Uncanny Dodge (Ex):* Hargash cannot be flanked, except by a rogue of at least four levels higher.

*Indomitable Will (Ex):* While in a rage, Hargash gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

*Rage (Ex):* +8 to Strength, +8 to Constitution, +8 on Will saves, -2 to AC for up to 11 rounds. Hargash is not fatigued at the end of his rage. The changes to Hargash's stats while raging are as follows: Hit Points 394; AC 30; Grapple +35; Attack *+5 vorpal greataxe* +40 melee (1d12+24/19-20 x3) or *+3 distance returning handaxe* +28 ranged (1d6+16/x3); Full Attack *+5 vorpal greataxe* +40/+35/+30/+25 melee (1d12+24/19-20 x3) or *+3 distance returning handaxe* +28/+23/+18/+13 ranged (1d6+16/x3); Saves Fort +25, Will +20; Str 36, Con 26.

*Trap Sense (Ex):* Hargash gains a +7 bonus on Reflex saves made to avoid traps and a +7 dodge bonus to AC against attacks made by traps.

*Uncanny Dodge (Ex):* Hargash retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

*Possessions: +5 vorpal greataxe, +6 adamantine breastplate, (3)+3 distance returning handaxes, belt of epic strength +8, amulet of natural armor +5, gloves of dexterity +4, ring of protection +3, ring of evasion, boots of striding and springing, cloak of resistance +4, necklace of adaptation*, 5 potions of *cure serious wounds*, potion of *protection from fire*, potion of *protection from acid*, backpack, 2 weeks rations, water skin, 50' rope, grappling hook.

## Holy Father Vendrik Ironsmite

Holy Father Vendrik Ironsmite: Male Dwarf Cleric 23; CR 23; Medium Humanoid; HD 23d8+115; hp 253; Init +0; Spd 20 ft.; AC 39 (+4 deflection, +13 armor, +7 shield, +5 ring), touch 19, flat-footed 39; Base Atk +17; Grp +23; Atk *+5 flaming axiomatic holy warhammer* +29 melee (1d8+11 plus 2d6 holy plus 1d6 fire/x3) or *+3 holy heavy crossbow* +20 ranged (1d10+3 plus 2d6 holy/19-20 x2); Full Atk *+5 flaming axiomatic holy warhammer* +29/+24/+19 melee (1d8+11 plus 2d6 holy plus 1d6 fire/x3) or *+3 holy heavy crossbow* +20 ranged (1d10+3 plus 2d6 holy/19-20 x2); Space/Reach 5 ft./5 ft.; SA Turn undead 4/day; SQ Dwarf traits, immunity to fire, spell resistance 25; AL LG; SV Fort +22, Ref +11, Will +24; Str 22, Dex 10, Con 20, Int 12, Wis 24, Cha 12.

*Skills and Feats:* Concentration +20, Diplomacy +8, Heal +15, Knowledge (religion) +25, Spellcraft +25; Bonus Domain (Earth), Cleave, Craft Wand, Empower Spell, Epic Spellcasting, Improved Sunder, Martial Weapon Proficiency (warhammer), Power Attack, Scribe Scroll, Weapon Focus (warhammer).

*Cleric Spells Prepared* (6/7+1/7+1/7+1/6+1/6+1/5+1/5+1/4+1/4+1; DC = 17 plus spells level; Epic Spells 2/day; Save DC 27): 0 - *detect magic* (2), *detect poison, guidance, read magic, virtue; 1st - bless, command, detect evil, divine favor, protection from evil*, sanctuary, shield of faith*; 2nd - *aid, align weapon, bull's strength, hold person, owl's wisdom, silence, spiritual weapon*, zone of truth*; 3rd - *day light, dispel magic, invisibility purge, prayer, searing light, stone shape, wind wall**; 4th - *dimensional anchor, divine power* (2), *holy smite*, neutralize poison, restoration, spell immunity*; 5th - *flame strike* (2), *raise dead, righteous might, slay living, wall of stone**; 6th - *banishment,*



W...n Knight Ode #4 /100 '4

*blade barrier, greater dispel magic, harm, heal, stoneskin**; 7th - *flame strike* (empowered) (2), *destruction, greater restoration, holy word*, symbol of weakness*; 8th - *earthquake, fire storm, iron body*, summon monster VIII, symbol of death*; 9th - *elemental swarm*, implosion* (2), *storm of vengeance, summon monster IX;* Epic - *ruin* (2).

*Domains:* Earth (turn air creatures 4/day), Good (cast good spells at 23rd caster level), War (gain Weapon Focus and Martial Weapon Proficiency as bonus feats).

*Possessions: +5 flaming axiomatic holy warhammer, +3 holy heavy crossbow, dragonskin armor (red), +5 heavy fortification heavy steel shield, belt of giant strength +6, periapt of wisdom +6, ring of virtuous good, ring of protection +5, greater strand of prayer beads, pearl of power* (two spells, 6th & 4th), *major cloak of displacement, wand of cure critical wounds*, 50 masterwork bolts, 25 levels of prepared cleric scrolls, silver holy symbol, 2 weeks rations, water skin, backpack, six candles, incense, tinderbox, 100' rope.

**Epic Equipment**

**Red Dragonskin Armor:** This +5 full plate armor is crafted from the hide of a great wyrm red dragon. At the wearer's command, the armor sprouts enormous dragon wings, allowing the wearer to fly at a speed of 90 feet (clumsy) for a total of 4 hours each day. The armor also grants immunity to fire.

**Ring of Virtuous Good:** The wearer of this ring is constantly sheathed in a *holy aura* effect. It bestows one negative level on any evil creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level never results in actual level loss, but it cannot be over-come in any way (including restoration spells) while the ring is worn. Vendrik receives the following benefits from the *ring of virtuous good*: +4 deflection bonus to AC; +4 resistance bonus to saves; spell resistance 25 against evil spells and spells cast by evil creatures; immunity to possession and mental influence in the same manner provided by a protection from evil spell; any good creature that strikes Vendrik in melee is blinded (as the spell *blindness/deafness*, Fortitude save DC 27 negates).

**Epic Spells**

Vendrik knows the following epic spell:

**Ruin**
Transmutation
*Spellcraft DC:* 27
*Components:* V, S, X P
*Casting Time:* 1 full round
*Range:* 12,000 ft.
*Target:* One creature, or up to a 10-foot cube of nonliving matter
*Duration:* Instantaneous
*Saving Throw:* Fortitude half
*Spell Resistance:* Yes

The character deals 20d6 points of damage to a single target within range and line of sight. If the target is reduced to -10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated. Only a trace of fine dust remains.

## Kleva Puddlefarm

Female Halfling Rogue; CR 23; Small Humanoid; HD 23d6+92; hp 195; Init +16; Spd 50 ft.; AC 37 (+1 size, +12 Dex, +8 bracers, +6 shield), touch 31, flat-footed 37; Base Atk +17; Grp +14; Atk *+5 small keen anarchic wounding shortsword* +35 melee (1d4+6 plus 1 Con damage/17-20 x2) or *+5 small seeking mighty composite shortbow [+1]* +35 ranged (1d4+6/x3); Full Atk *+5 small keen anarchic wounding shortsword* +33/+28/+23 melee (1d4+6 plus 1 Con damage/17-20 x2) and *+5 arrow catching bashing fire and acid resistance spiked buckler* +29 melee (1d4+2/x2) or *+5 small seeking mighty composite shortbow [+1]* +35/+30/+25 ranged (1d4+6/x3); Space/Reach 5 ft./5 ft.; SA Crippling strike, opportunist, sneak attack +12d6; SQ Evasion, halfling traits, improved evasion, improved uncanny dodge, slippery mind, trapfinding, trap sense +7, uncanny dodge; AL CG; SV Fort +16, Ref +30, Will +12; Str 12, Dex 34, Con 18, Int 15, Wis 10, Cha 12.

*Skills and Feats:* Balance +31, Climb +20, Disable Device +28, Hide +42, Jump +31, Listen +28, Move Silently +38, Open Lock +38, Search +28, Spot +26, Tumble +28; Epic Speed, Improved Initiative, Improved Shield Bash, Point Blank Shot, Run, Two Weapon Fighting, Shield Proficiency, Weapon Finesse.

*SA – Crippling Strike (Ex):* Kleva can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

*Opportunist (Ex):* Once per round, Kleva can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as her attack of opportunity for that round.

*SQ – Improved Evasion (Ex):* This ability works like evasion, except that while Kleva still takes no damage on a successful Reflex saving throw against attacks henceforth she takes only half damage on a failed save.

*Improved Uncanny Dodge (Ex):* Kleva cannot be flanked, except by a rogue of at least four levels higher.

*Slippery Mind (Ex):* This ability represents Kleva's ability to wriggle free from magical effects that would otherwise control or compel her. Whenever Kleva is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

*Trap Sense (Ex):* Kleva gains a +7 bonus on Reflex saves made to avoid traps and a +7 dodge bonus to AC against attacks made by traps.



William Kwan (O.de #4 / 100 '1

*Uncanny Dodge (Ex):* Kleva retains his Dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker. However, she still loses his Dexterity bonus to AC if immobilized.

*Possessions: +5 small keen anarchic wounding shortsword, +5 small seeking mighty composite shortbow [+1], +5 arrow catching bashing fire and acid resistance spiked buckler, bracers of armor +8, gloves of epic dexterity +8, amulet of health +4, ring of freedom of movement, ring of regeneration, cloak of resistance +5, winged boots, manual of quickness of action +4 (used), gem of seeing, rod of security*, masterwork dagger, masterwork thieves tools, backpack, 2 weeks rations, water skin, 2 large sacks, 3 torches, tinderbox, masterwork pry bar.

## Art Blastum

Male Human Wizard 23; CR 23; Medium Humanoid; HD 23d4+46; hp 121; Init +10; Spd 30 ft.; AC 32 (+6 Dex, +3 natural, +8 bracers, +5 ring), touch 32, flat-footed 26; Base Atk +12; Grp +12; Atk *staff of fiery power* +18 melee (1d6+5 plus 1d6 fire/x2) or ranged touch +19 ranged (spell); Full Atk *staff of fiery power* +18/+13 melee (1d6+5 plus 1d6 fire/x2) or ranged touch +19 ranged (spell); Space/Reach 5 ft./5 ft.; SA –; SQ Empathic link, pseudodragon familiar, scry on familiar, share spells, spell resistance 40; AL NG; SV Fort +10, Ref +14, Will +16; Str 10, Dex 22, Con 14, Int 26, Wis 14, Cha 10.

*Skills and Feats:* Concentration +28, Decipher Script +34, Knowledge (arcana) +34, Knowledge (religion) +34, Knowledge (the planes) +34, Search +20, Spellcraft +36; Combat Casting, Craft Wondrous Item, Empower Spell, Greater Spell Focus (evocation), Greater Spell Penetration, Improved Counter Spell, Improved Familiar, Improved Initiative, Improved Spell Capacity (10th) (Epic), Maximize Spell, Multispell (Epic), Quicken Spell, Scribe Scroll, Spell Focus (evocation), Spell Penetration.

*SQ – Familiar:* Art has a pseudodragon familiar named Zuppo. Zuppo has the following statistics.

*Empathic Link (Su):* Art has an empathic link with Zuppo, his pseudodragon familiar, out to a distance of up to 1 mile. He cannot see through Zuppo's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

*Share Spells:* Art may have any spell he casts on himself also affect his Zuppo. The pseudodragon must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting Zuppo if he moves farther than 5 feet away and will not affect the pseudodragon again even if he returns Art before the duration expires. Additionally, Art may cast a spell with a target of "You" on Zuppo (as a touch range spell) instead of on himself. Art and Zuppo can share spells even if the spells normally do not affect creatures of the Zuppo's type (dragon).

*Scry on Familiar (Sp):* Art may scry on his Zuppo (as if casting the *scrying* spell) once per day.

*Wizard Spells Prepared (4/6/6/12/6/5/5/5/5/4/1; Save DC = 18 plus spell level; 20 + spell level for evocation spells):* 0 – *detect magic, mage hand, read magic, light*; 1st – *comprehend languages, feather fall, identify, protection from evil, shield, true strike*; 2nd – *cat's grace, knock, levitate, scorching ray, shatter, touch of idiocy*; 3rd – *burning hands (empowered) (2), fly, haste (2), magic missile (empowered) (2), ray of enfeeblement (empowered) (2), ray of exhaustion, vampiric touch*; 4th – *dimension door (2), fire shield, greater invisibility, acid arrow (empowered), shout*; 5th – *cloudkill, cone of cold, hold person, lightning bolt (empowered), magic missile (quickened)*; 6th – *acid arrow (quickened), chain lightning, greater dispel magic, mass cat's grace, wall of fire (empowered)*; 7th – *cone of cold (empowered), force cage, greater teleport, lightning bolt (quickened), power word blind*; 8th – *bestow curse (quickened), chain lightning (empowered), horrid wilting, polar ray, sun burst*; 9th – *cone of cold (quickened), chain lightning (maximized), crushing hand, wail of the banshee*; 10th – *greater dispel magic (quickened)*.

*Possessions: Staff of fiery power, mantle of epic spell resistance, bracers of armor +8, head band of intellect +6, gloves of dexterity +6, ring of protection +5, amulet of natural armor +3, ring of wizardry III, rod of greater metamagic (quicken), wings of flying, pale green prism ioun stone, lavender and green ellipsoid ioun stone, vibrant purple prism ioun stone, wand of stoneskin, wand of lightning bolt (10th), wand of empowered scorching ray (11th)*, 25 levels of prepared scrolls, masterwork dagger (concealed), 2 weeks iron rations, traveling spell book, backpack, 7 candles, parchment and ink.

**Zuppo:** Pseudodragon Familiar; CR –; Tiny Dragon; HD 23; hp 60; Init +3; Spd 30 ft., climb 15 ft.; AC 20 (+1 size, +3 Dex, +8 natural), touch 12, flat-footed 17; Base Atk +12; Grp +6; Atk sting +16 melee (1d3-2 plus poison); Full Atk sting +16 melee (1d3-2 plus poison) and bite +11 melee (1); Space/Reach 2-1/2 ft./0 ft. (5 ft. with tail); SA Poison; SQ Blindsense 60 ft., darkvision 60 ft., deliver touch spells, familiar spell, immunity to sleep and paralysis, improved evasion, low-light vision, speak with master, spell resistance 28, telepathy 60 ft.; AL NG; SV Fort +7, Ref +8, Will +13; Str 6, Dex 15, Con 13, Int 17, Wis 12, Cha 10.

*Skills and Feats:* Diplomacy +2, Hide +20*, Listen +7, Search +15, Sense Motive +7, Spot +7, Survival +1 (+3 when following tracks); Weapon Finesse

*SA – Poison (Ex):* Injury, Fortitude DC 22, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours.

*SQ – Blindsense (Ex):* Zuppo can locate creatures within 60 feet by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents Zuppo can't actually see still have total concealment against him.



William Kwan rOrde #4 / 100 14

*Deliver Touch Spells (Su):* Zuppo can deliver touch spells Art casts. If Zuppo and Art are in contact at the time Art casts a touch spell, he can designate the pseudodragon as the "toucher." Zuppo can then deliver the touch spell just as Art could. As usual, if Art casts another spell before the touch is delivered, the touch spell dissipates.

*Familiar Spell (Sp):* Zuppo can cast *stoneskin* 1/day as a 23rd level caster.

*Improved Evasion (Ex):* When subjected to an attack that normally allows a Reflex saving throw for half damage, Zuppo takes no damage if he makes a successful saving throw and half damage even if the saving throw fails.

*Speak with Master (Ex):* Zuppo and Art can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

*Telepathy (Su):* Zuppo can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

*Skills:* Pseudodragons have a chameleon-like ability that grants them a +4 racial bonus on Hide checks. *In forests or overgrown areas, this bonus improves to +8.

**Epic Equipment**

*Staff of Fiery Power*: This *+5 flaming quarterstaff* grants its wielder fire resistance 30 whenever held. In addition, it has the following powers.

- *Wall of fire* (extended, 1 charge, DC 18)
- *Delayed blast fireball* (intensified to 240 points of damage, 2 charges, DC 22)
- *Meteor swarm* (heightened to 12th, 2 charges, DC 30)
- *Summon monster IX* (extended, 2 charges, elder fire elemental only)

A *staff of fiery power* can be broken in a retributive strike. The breaking of the staff must be purposeful and declared by the wielder. All charges currently in the staff are instantly released in a 30-foot- radius globe. All within 10 feet of the broken staff take points of damage equal to eight times the number of charges in the staff, those between 11 feet and 20 feet away take six times the number of charges in damage, and those 21 feet to 30 feet distant take four times the number of charges in damage. Successful Reflex saving throws (DC 17) reduce the damage sustained by half. The character breaking the staff has a 50% chance of traveling to another plane of existence; if he or she does not, the explosive release of spell energy destroys him or her. After all charges are used up from the staff, it remains a *+5 quarterstaff* with no special abilities. (Once empty of charges, it cannot be broken in a retributive strike.)

*Mantle of Epic Spell Resistance*: This garment is worn over normal clothing or armor. It grants the wearer spell resistance 40.

*This printing of Dungeon Crawl Classics #33: Belly of the Great Beast is done under version 1.0 of the Open Gaming License, version 5 of the D20 System Trademark License, version 4 of the D20 System Trademark Logo Guide, and the System Reference Document by permission from Wizards of the Coast, Inc. Subsequent printings will incorporate final versions of the license, guide and document.*

***Designation of Product Identity:** The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Any and all Dungeon Crawl Classics logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document.*

***Designation of Open Content:** Subject to the Product Identity designation above, all NPC, creature, and trap statistic blocks are designated as Open Gaming Content, as well as all spell names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is open content.*

*Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "**Dungeon Crawl Classics #33: Belly of the Great Beast**, by Brendan LaSalle, Copyright 2006 Goodman Games (contact goodmangames@ mindspring.com, or see www.goodman-games.com)".*

*Dungeon Crawl Classics #33: Belly of the Great Beast is copyright © 2006 Goodman Games.*

*Dungeons & Dragons ® and Wizards of the Coast ® are Registered Trademarks of Wizards of the Coast, and are used with Permission. Open game content may only be used under and in the terms of the Open Game License.*

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

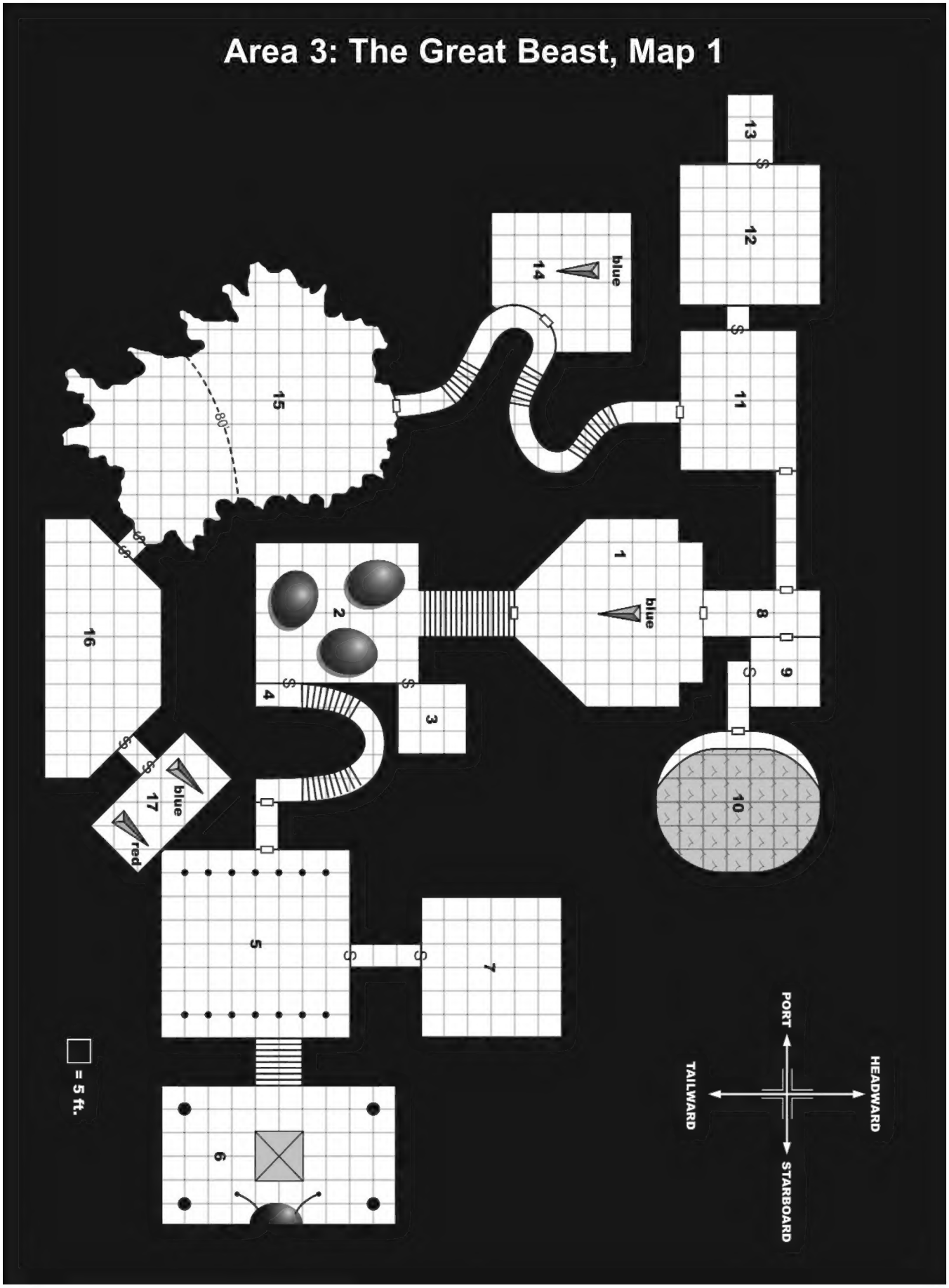
**Open Game License** v 1.0 Copyright 2000, Wizards of the Coast, Inc.

**System Rules Document** Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

**Dungeon Crawl Classics #33: Belly of the Great Beast,** by Brendan LaSalle, Copyright 2006 Goodman Games (contact goodmangames@mindspring.com, or see www.goodman-games.com).



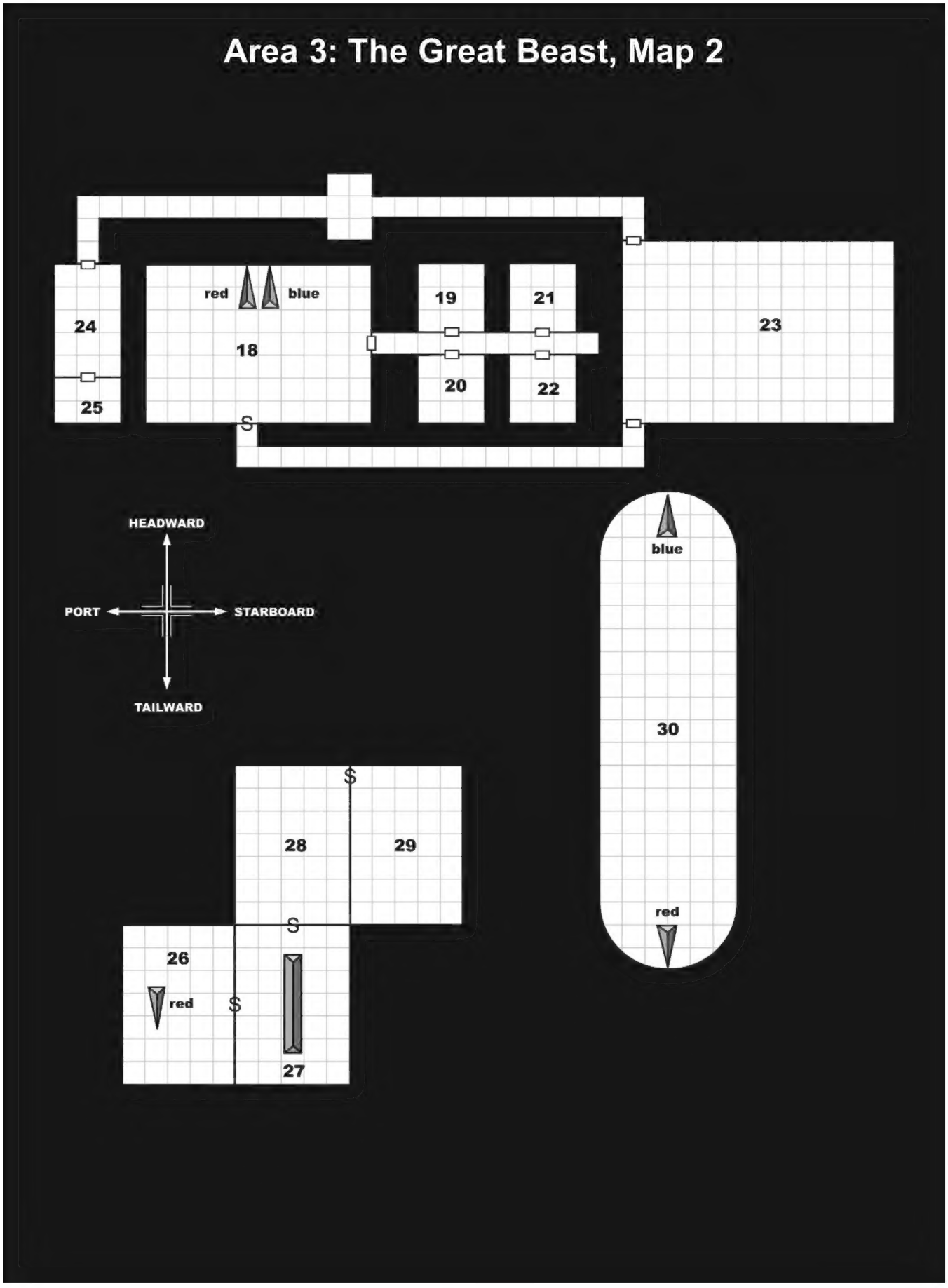
William Kwan (Order #47740074)






William Kwan (Order #47740074)

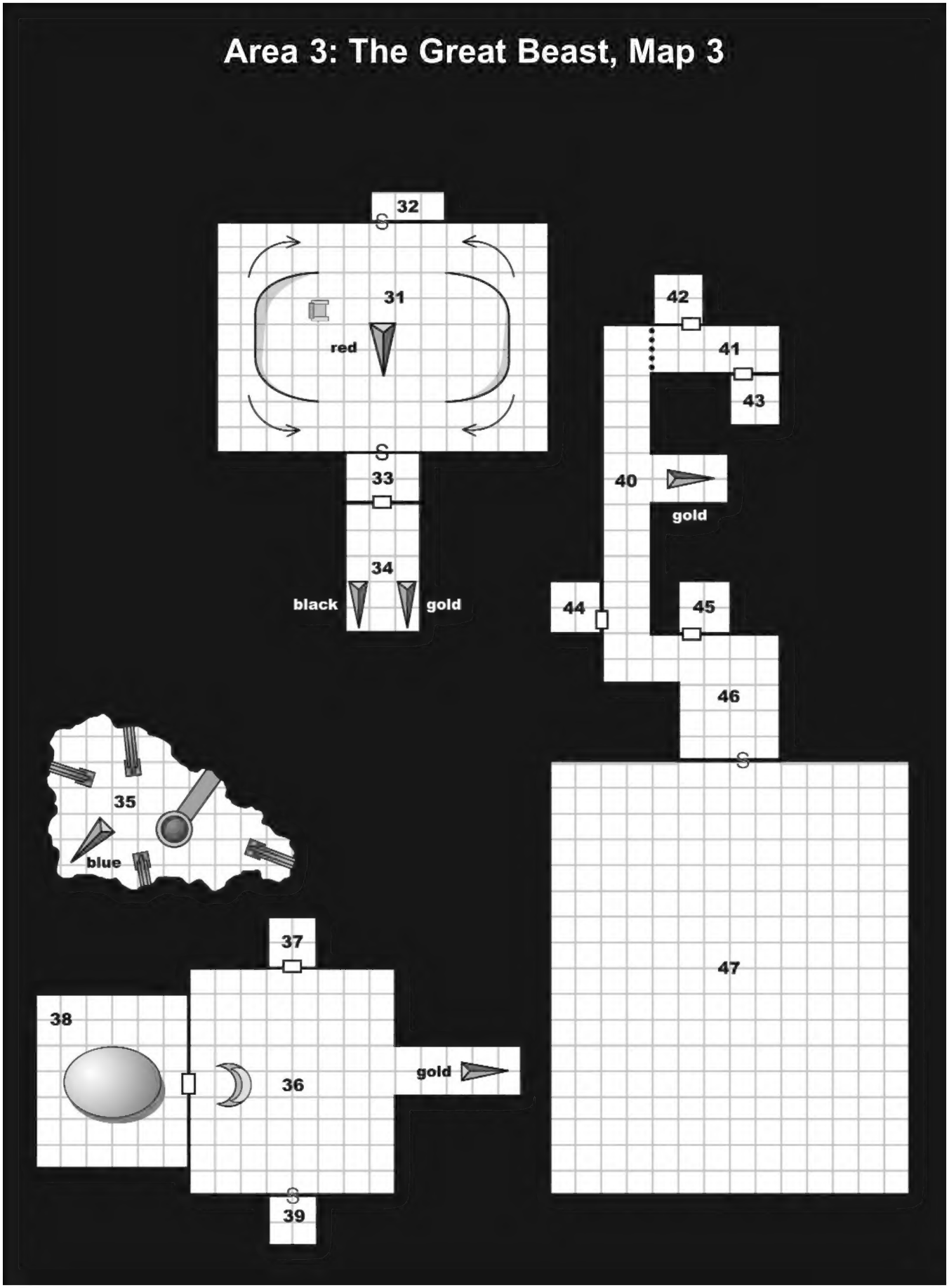
# Area 3: The Great Beast, Map 2






William Kwan (Order #47740074)

# Area 3: The Great Beast, Map 3






William Kwan (Order #47740074)